Game Design Document

Document by Roman Ribaric
Release 1.08b
03 January 2000

Copyright © 1996–2000 Croteam. All Rights Reserved.

Table of Contents

1. Game Summary 4

2. Game Story 8

3. Lead Character 11

4. Weapons 12

5. Items 16

5.1. Ammo 16
5.2. Armor 17
5.3. Health 17
5.4. Power-ups 19

6. Enemies 20

6.1. Detailed Enemies List 20

7. Levels 32

7.1. Egypt 32
7.1.1. Intro Scene - Teleporting to Egypt 32
7.1.2. Egypt, Theba 32
7.1.3. Egypt, King Valley 34
7.1.4. Egypt, Karnak 35
7.1.5. Egypt, Hatshephut 37
7.1.6. Egypt, Pyramid Valley 37
7.1.7. End sequence - Leaving Egypt 38
7.2. Planetoids 39
7.2.1. Intro Scene - Teleporting to Water Planet 39
7.2.2. Planetoids, Water Planet 39
7.2.3. Planetoids, Lava Planet 41
7.2.4. Planetoids, Green Planet 42
7.2.5. Planetoids, Ice Planet 43
7.2.6. Planetoids, Tropic Planet 44
7.2.7. Planetoids, Rock Planet 45
7.2.8. End sequence - Leaving Planetoids 45
7.3. Sirius 46
7.3.1. Intro Scene - Landing on Space Crusader 46
7.3.2. Sirius, Space Crusader 46
7.3.3. Sirius, City Center 47
7.3.4. Sirius, Verticality 47
7.3.5. Sirius, Labyrinth 47
7.3.6. Sirius, Loony Moony 48
7.3.7. Sirius, Gravitality 48
7.3.8. Sirius, Sphere & Torus 49
7.3.9. Sirius, Platformal 49
7.3.10. Sirius, Mental Tomb 49
7.3.11. Sirius, Grand Finale 50
7.3.12. End game sequence - Freedom for Lovely Brainette 50

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

8. Statistics screen 51

9. HUD 51

10. Menu Interface 51

11. Console 52

12. Sound FX 52

12.1. Weapons SFX 52
12.2. Enemies SFX 52
12.3. Items SFX 53
12.4. Ambience SFX 53
12.5. Player SFX 53
12.6. Misc. SFX 53

13. Music 53

14. Cheats 53

15. Secrets 54

15.1. Secret locations 54
15.2. Secret levels 55

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

1. GAME SUMMARY

Game title: Serious Sam

Game developer: Croteam

Game genre: FPS (First Person Shooter)

Target audience: 15+

Minimum hardware requirements:

Ram memory:	64 MB Ram
Processor:	P II
Video card:	3D OPEN GL graphics card with 4 MB RAM
HDD Disk space:	300 MB

Recommended hardware requirements:

Ram memory:	128 MB Ram
Processor:	P III
Video card:	Advanced 3D OPEN GL graphics card with 16 MB RAM
HDD Disk space:	600 MB

External development tools:

Operating systems:	Windows NT 4.0 Workstation, Windows 95/98
Programming tools:	Visual C++ 6.0 Enterprise, Visual Studio 6.0. Enterprise
2D/3D Graphics tools:	Lightwave 3D, Photoshop, Terragen
SFX tools:	Goldwave

Croteam development tools:

Level/World editor:	WED
Model editor:	MED

Estimated completion date:

Completion:	Second quarter of 2000

Estimated release date:

Release:	Third quarter of 2000

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

Similarities to other genre games:

Similar games would be Doom for replay value and Duke Nukem for strong character. We want to achieve that playability, with loads of easy-kill enemies and all of players favorite weapons included. In all Superhero movies and games you have to stay alive, kill all enemies, shoot everything that moves and ask questions later. This is what we are aiming for in Serious Sam. Staying alive is matter of reflexes and not how you take control of enemy computers or solve difficult puzzles. This is the thing that makes you start the game over and over again, once you have finished it.

Standout features -"competition killers":

Here are main standout features which best describe Serious Sam:

1. Powerful 3d technology and advanced tools
2. Fighting with loads of enemies at the same time
3. Huge outdoor AND indoor environments
4. Bright and beautiful surroundings
5. Multiple direction gravity
6. New multi-player type of game
7. Multi-player 2-4 split screen support
8. Active music
9. PC-Console design

1. Powerful 3d technology and advanced tools

Serious Sam is powered by '**Serious engine**'. Here is a list of '**Serious engine**' features that other engines can't do, or our engine does better:

- Both complex indoor and outdoor scenes in one engine,
- Multiple direction gravity,
- Advanced LOD for loads of enemies at the same time,
- Directional light for daylight scenes,
- Portals and mirrors,
- Truly dynamic volumetric fog and haze,
- Both skinned and multi-part models combined,
- Hyper-texturing and hyper-mapping for life-like richly detailed environments,
- High polygon count multi-resolution meshes,
- Photo-realistic lens flares with real-time lens reflections,
- Advanced particle system,
- Procedural textures (water, fire, smoke, plasma, electricity),
- Photo-realistic reflections, specularity and bumps,
- Up to 4 split screen support,
- Easy-to-use real-time development tools (World editor, Model editor, and custom AI language based on C++).

2. Fighting with loads of enemies at the same time (high-adrenaline arcade-feel action)

Serious Sam is filled with loads of enemies. Its playability is designed like Doom 3D should be like for playing (if Doom 3D ever comes out). This is possible with the latest engine technology. It is possible to have 50+ enemies in one scene, with everyone firing, running, jumping and screaming at the same time. This feature is not extensively used in any 3D action so far, because technology didn't allow it. But, with our Serious engine this is now possible. It is used primarily in open spaces, where it is possible to put hundreds of enemies in one playground and still get the decent frame rate.

After Quake's success, games went in one direction, which is now Half-Life, more of movie puzzles action game. We are trying to go in different direction from Quake, and that's arcade action type of games. You may say it's a new direction, more oriented to arcade action gamers.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

3. Huge outdoor AND indoor environments

All levels in the game are vast. The engine was designed to support both indoor and outdoor areas in a creative mixture, with each level spreading on up to 1000 cubic miles. There is a smooth transition between indoor and outdoor environments. The indoor levels are done with rendering techniques more powerful than other present engines. Outdoor sections are new and never before seen in any other FPS. They are big, long and provide hours of just walking and days of killing.

4. Bright and beautiful surroundings

In Serious Sam there are very bright and easy-to-see levels. This is possible because of newest 3d technology which allows complex architecture, multi-texturing, sunlight, ... There is no need to darken the environment, or to hide low-polygon-count levels.

Almost every 3D-action game has got problems with presenting bright environments. You have to adjust brightness/contrast to properly see the scenes. This problem is fixed in Serious Sam. The scenery/architecture provides visual pleasure while playing the game.

5. Multiple gravity

Our newest technology allows having multiple gravity in one room. This means you can fight with enemies who are jumping from one wall to the other, or ambushing you from the ceiling. At the same time, you can jump to ceiling or throw a grenade up. This grenade will bounce UP to the ceiling (normal grenade would bounce down to the floor). This situation is only one example of the numerous that can be done with this feature. Multiple gravity has got great, unexplored potential for single-play and for the multi-play as well. This feature is never before seen in any other game.

6. New multi-player type of game

Multi-player has got several types of play: deathmatch, cooperative, capture the flag (CTF) and king of the hill (KOTH). But, with all those types, you can play two different versions. One is usual fragmatch (killing each other for frags), and the other is new type of play. It's called scorematch. It is a new plot, why you play deathmatch. You play for score (who gets the best score points). Scorematch is new type of game and it will give extra strength to the multi-player games.

7. Multi-player 2-4 split screen support

To add to usual multi-player options, the engine is enabled with split screen options allowing up to 4 players playing on a single computer. If you have Dual-head technology, it is possible to have up to 8! people playing on one computer with two monitors. But, due to the lots of controls, this is more of the engine feature for other game genres (RPG, 3rd person action adventures, strategic games, racers, sports, platform games,...).

8. Active music

There are two types of music included: atmospheric music playing most of the time (called 'peace music') and music for big fights (called 'fight music'). Both music are event-triggered. They are intended for changing of the action atmosphere, like in horror movies. Fight music is intended for tension building. Fight music affects player in a way that player starts to fire more frequently and move quicker than he would normally do. Fight music starts when the real action begins. After the battle ends, fight music easily fades to peace music. Peace music adds to the background ambience.

9. PC-Console design

Serious Sam is primarily designed for PC platform, but it’s design has got strong possibilities for console market. The game is suitable for next generation consoles, like PSX 2 and X-Box. Basically, RAM memory of the console is the main factor when deciding on which console the game should be converted.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

Serious Sam has got following features intended for console play:

- **strong main character**, superhero type, characterized for young public,
- the game is **richly colored** and **very bright**,
- it is overwhelmed with **arcade action**,
- there are **nice explosions**, **exploding objects**, **colorful enemies** and **attractive weapons**,
- there is a calculation of the **game score** and **high scores**,
- there are **lots of secrets**, **secret levels** and **bonus levels**,
- there is up to **4 split screen support**, ideal for playing multi-play or cooperative game on a single console,
- there are **lots of enemies** with **easy walkthrough**,
- **enemies are not humans**, you are not killing people,
- the **blood can be turned off**, changed to red/green/blue liquid or removed completely from the game,
- the support for **lives**, **end-of-level save** and **password menu option** can be easily added to the game code.

Brief story

Serious Sam, lead action character, has to walk through the ancient Egypt, six different planets, two space stations and the cyber-city of Sirius. On his way, he has to eliminate loads of Notorious Mental's forces. He needs to collect various items, which will help him through his journey. At the end, Serious Sam has to defeat Notorious Mental and free Lovely Brainette.

Overall game concept

The game should be best described as high adrenaline action arcade shooter. You have to stay alive, kill all enemies, shoot everything that moves and ask questions later. Staying alive is matter of reflexes. This is the thing that will make you start the game over and over again, once you have finished it.

First priority for the player is to stay alive. He has to progress through the game by killing enemies. He also has to perform various actions, visit different ancient locations and find items necessary for advancing closer to the Notorious Mental.

AI of the enemies has been specially created to allow ‘collective AI’. Collective AI is based from Star Trek’s Borg collective conscience. This means that enemies are very hard to beat when they attack in large numbers. Their collective AI behavior allows them to protect each other, to attack simultaneously or to perform ‘hide, attack, hide’ tactics.

The game has got 3 different looking episodes: Egypt, Planetoids and Sirius City. Each episode has got 6-10 huge levels with various environments. There are total of 42 levels, plus the final level. There is also an introduction scene at the start of the game, engine scenes between episodes and a victory sequence after player finishes the game.

Most of the levels are very huge. They are designed to allow easy learning curve, so first levels are smaller. As you progress, levels become bigger. As you approach near the end of the game, levels are a more complicated to navigate. To help in getting around in those big levels, pop-up camera displays next action, which has to be performed. Also, there are various messages, which accompany camera or certain action.

To add to the action atmosphere, there are two types of music included: 'peace music' and 'fight music'. Both music help building tension and adrenaline.

Multi-play can be played on LAN and Internet for up to 16 players, and/or using split screen support on a single computer for 2-8 players.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

2. GAME STORY

Present Situation

The year is 2777. For many years, The Earth Quadrant has been under constant attack by evil forces. Notorious Mental, ruler of Sirius Empire leads them.

The situation is more and more critical. Earth forces cannot defend for long. The Earth is near its total defeat. The Mighty Council, Earth's governing body, is ready to surrender. Only "Sam's Seven" super force is still resisting. The only hope is using a time hole, recently created by Y Knot, computer-like creature. It's not certain when and how it appeared. It offered some information how to defeat Notorious Mental and free his creator Lovely Brainette. Soon after, it helped in creation of a time hole. This time hole is untested, but it's Earth's last chance. It should safely teleport only one person. Others might get caught in time disturbance and transport with malformations to their body structure. Or worse, they could be lost forever. It's obvious who should be send.

It's the leader of the Sam's Seven who should go.

Notorious Mental discovers time hole to the past. His forces immediately attack the forces protecting the time hole. Mental hasn't got a problem in sending numerous troops at once. Casualties or deformations to his forces are not important to him. Risk of teleporting is of no concern to him. He can sacrifice countless beasts for that purpose.

Meanwhile, the Earth is defeated and Mighty Council is on its knees. Notorious Mental projects his image to surviving population and calls for unconditional abeyance.

One guy is fighting his way towards the time hole, destroying beast after beast. Finally, he gets to the time hole. He is ready to enter. *'Here's to you - Punk!'* Sam comments after vaporizing last ugly minion and jumps into the time hole. He is teleported sometime around 3000 BC, ancient Egypt civilization. Y Knot, organic computer, is attached inside his head. One colt and sharp knife are his only luggage.

HE IS STRONG, HE IS MEAN, HE IS ONE MAD SERIOUS MACHINE!

HE IS - SERIOUS SAM!

Serious Sam gives his last serious thought before leaving: *'Lovely Brainette? Girl with brain? Hmmm! This is not exactly like saving the gorgeous chick or something, but what the hell. Let's go for it - again!'*. He jumps inside the time hole. Let the action begins!

History

Somewhere deep inside the universe, two unusual creatures were wandering throughout the universe for centuries. Those were a brother and a sister: Notorious Mental and Lovely Brainette. They were one of the few survivors of the ancient Neurons civilization. As legend says, Lovely Brainette was once smarter and with more powerful brain. She glided throughout galaxies and helped wherever he can. She was genius as her brainpowers were far superior than Mental's. On the other side, Notorious Mental liked to be annoying and a bit vicious. Through years, he trained his fierce powers on near galaxies. He enjoyed doing bad things to others. Eventually, Mental became so diabolic, abusive and furious, that he just flipped out. He thought himself as the only important figure in universe. But, to be ruler he needed a place to build his base. So, he picked stellar system of Sirius started to build his empire there. Through years, he trained his fierce powers on near galaxies. His only obstacle to total domination was his sister Lovely Brainette.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

Lovely Brainette was so overwhelmed with her work, that she didn't notice Mental's change of behavior. His empire was expanding rapidly and with great destruction. Once, it was obvious what's Mental intentions were, Lovely Brainette was already in danger. She was strong, but for a while Mental occupied Planetoids where minerals were grown. Those minerals were the main source for Neurons strength. She had to make sure, if things went wrong, that someone would stop this ludicrous behavior.

She thought of one solution. As she was travelling throughout universe, she discovered one small planet. This planet was insignificant, not special in any way. There was a good chance that Mental wouldn't find it soon. Ruling race was called humans. They were silly organic beings with very small life cycle. They had brains with enormous potential for receiving all sorts of information. There were many races but one was dominant. They were Egyptians and their community was called Egypt. Their civilization had prospects to advance and eventually confront Mental. They were very strong and disciplined. But, they were also very aggressive. This could pose a problem for other civilizations on that planet. Giving them the possibility of changing major things was dangerous, but greater danger threatened. So, she decided they were the chosen race.

Lovely Brainette knew that one day Mental could discover that planet. But she also knew that it could be prolonged, if human race obeyed by one rule. They must not expand outside their borders. Otherwise there is a great risk of catching Mental's attention.

She thought a plan to help them. So, she secretly scattered various elements across Egypt. Those were necessary for getting to the stellar system of Sirius. Also, on the way to Sirius, there are various planets with minerals. They were once primary source for Neurons civilization powers. But Mental put his beasts there and didn't allow anyone to collect them. Those minerals were important. They can be used to regenerate Lovely Brainette, if she was still alive.

Lovely Brainette would probably be captured soon, so she needed to make sure that planet, once attacked, would receive all the necessary help. So, she developed a small-kind-of-computer creature called Y Knot. She filled him with necessary information regarding present situation. Y Knot had the ability of attaching to the organic brain. By doing that, it could provide owner of the organic brain with all necessary information. So, Lovely Brainette put him in sleep mode and hid him deep under the river of Nile. Once Mental attacks the planet, Y Knot would awake and offer all of its information.

Y Knot was designed to provide a construction plan on how to create a time hole. This would allow returning to the past. It was not perfect. Only one human could go inside. Also, the exact date, where it would teleport, was not certain. Only year could be defined. But, otherwise it should work flawlessly. By using time hole, human could use Y Knot to get to Notorious and defeat him. That way, he would prevent attacks in future on his planet by Mental. The main idea was that the attacks wouldn't happen in future, if Mental was defeated in the past. Also, one could save the Lovely Brainette by bringing her the collected minerals.

Lovely Brainette filled Y Knot with necessary information and put him to a sleep mode. Once the Earth is attacked, Y Knot would be awakened.

Lovely Brainette left for Sirius. She wanted to contact Mental one more time. She was willing to persuade him to stop the confrontation. But, Mental was at his worst. He had been aggressively feeding himself with minerals. At the moment, he was more powerful than his sister Lovely Brainette. So, he didn't want to talk, he just locked Lovely Brainette in the cage and prevent her from getting the much needed minerals. This meant slow and painful death for Lovely Brainette.

Meanwhile, the Earth progressed through its history. There were many wars and disasters. Finally, in the year 2093, the Mighty Council, the Earth governing body, was formed. This event allowed Earth to expand further in universe. The Mighty Council expanded and expanded. Finally, in year 2666, The Mighty Council occupied the vast space known as Earth Quadrant.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

As predicted by Lovely Brainette, this expansion was noticed by Mental. She knew that this situation would happen eventually. Mental started to send his forces there. He was sure that their progressive expansion was the evidence of outside help. This was the Lovely Brainette's planet he was looking for a long time.

Mighty Council knew that their expansion would not go without great confrontations with other races. But this race was different. They had no emotions. They killed ruthlessly. They were like made from the worst nightmares. They were organic robots. More you destroy them, more they come in greater numbers. Huge clash was about to happen.

Mighty Council had to create some kind of super protection forces. So, they got an idea of using technique called generic engineering, forbidden since year 2004, in artificial creation of eight superheroes. Soon, the force was formed. Their leader was Serious Sam. They were all ordinary happy looking humans, but with all possible fighting techniques, weapon control and cool looks. Their mission was to protect the Earth Quadrant from all sorts of nasties, which were sent by Notorious Mental. They went through various difficult tasks, and eventually, became very experienced in dealing with numerous enemies. But, as genetic engineering had proven side effects, this slowly affected their personalities and looks. But, they are the main power, which now secures the Earth from outside invaders. They are also known as Sam's Seven.

But Earth suffered defeat after defeat. Earth Quadrant was in difficult situation. More and more forces were destroyed, territories lost, or wiped out.

From nowhere, creature called Y Knot appeared. It came to the Mighty Council and projected the recorded picture of Lovely Brainette. Lovely Brainette had explained whole situation to them in details. At the end, she offered services of Y Knot to help them defeat Notorious mental.

Some members of the Mighty Council were suspicious. They thought it was just a trick by the enemy. They listened Lovely Brainette's recorded statement, they argued a lot, but eventually, they concluded this is their best hope. So, Y Knot immediately presented plans for construction of time hole. It also offered its assistance to a human who would teleport. He had to be strong, skillful and brave. It could only be one.

Main Theme

Main character in this assignment, Serious Sam, is the leader of Sam's Seven. Mighty Council has given him difficult assignment. He has to return to Egypt and find the elements, go to Planetoids and collect the minerals, go to Sirius and collect computer access cards, defeat Notorious Mental and finally, free Lovely Brainette. His help is Y Knot, who is attached inside his head. His first mission is to return to the past and enter Egypt, which was at the same time invaded by forces of Notorious Mental. From there on, he has to progress further and accomplish all given tasks.

What to say in the end

***S**erious **S**am **s**ay**s**: "**S**tory **s**ound**s** **s**o **s**icken' **s**illy >:V "* (**S**erious **s**mile **s**ay**s** **s**ame).

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

3. LEAD CHARACTER

Name: **SERIOUS SAM**

Nickname: **S**erious **M**achine

Age: 21

Weight: 199

Height: 6'1"

Looks: Strong, mean and gorgeous. Air glides over his short, dark and oily hair. He wears blue jeans, red sports super-shoes and white T-shirt with his (TM) sign on his chest.

Bios: Leader of ‘Sam's Seven’ superhero squad, he used to be funny fellow. But numerous services at various Venera planets and some unpleasant encounters with Notorious Mental's servants were enough to get to him. He was hospitalized at state hospital and treated for teratophobia with new, untested drugs. After two years he appeared to have changed completely. His serious look was the main reason for the Mighty Council to give him the assignment, over other superhero troopers, to eliminate Notorious Mental. But, one thing is not certain: is he serious or just kidding?

Likes: He likes both blonde and brunette in his lap ("double or nothing" was his motto). He plays his favorite game of 'Undress the Princess 7' on his pocket holobox.

Dislikes: Punks without serious attitude.

Personal sign: >:V (serious smile).

Moto: Shoot first, bomb later, and then nuke some more. If by any chance someone is still alive, provide him with a head-punch or two.

Player in-game statistics:

Damage points:	100
Run Speed:	10
Animations:	Idle, walk, run, wound, jump, swim, crouch, look up, look down
Sounds:	Walk, wound, choke, die, jump, land

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

4. WEAPONS

1. Knife

Description:	Close combat weapon, two ways of handling, good for thight corners, does medium damage, more on back attack, silent weapon
Ammo:	None
Distance hit:	1 meter
Direct hit (normal):	50 points
Direct hit (sneak):	25 points
Animations normal:	Idle, pull up, pull down, swish, switch to sneak mode
Animations sneak:	Idle, pull up, pull down, sneak cut, switch to normal mode
Sound:	Swish, sneak cut

2. Colt

Description:	One shot at a time, low damage, very accurate, unlimited ammo, automatic reload after six bullets or manually before
Ammo:	Bullets
Comes with:	Unlimited bullets
Distance hit:	500 meters
Ammo range:	0 meters
Direct hit points:	10 points
Range hit:	0 points
Animations:	Idle, pull up, pull down, fire, reload
Sounds:	Fire, reload

3. Two Colts

Description:	Two shots at a time, used for long distance shots, reload each after six bullets or before
Ammo:	Bullets
Comes with:	Unlimited bullets
Distance hit:	500 meters
Ammo range:	0 meters
Direct hit points:	20 points
Range hit points:	0 points
Animations:	Idle, pull up, pull down, fire, reload
Sounds:	Fire, reload

4. Single Shotgun

Description:	One shot at a time, good weapon for close combat, very useful in corridors where enemies are very close, long reload, 7 shrapnel in one shell
Ammo:	Shells
Comes with:	10 shells
Distance hit:	500 meters
Ammo range:	0 meters
Direct hit points:	70 points
Range hit points:	0 points
Animations:	Idle, pull up, pull down, fire, reload
Sounds:	Fire, reload

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

5. Double Shotgun

Description:	Double the power of shotgun, double reload time, double ammo, good for lots of enemies up close and strong enemies, 14 shrapnel in one shell, wide shrapnel disperse
Ammo:	Shells
Comes with:	20 shells
Distance hit:	500 meters
Ammo range:	0 meters
Direct hit points:	140 points
Range hit points:	0 points
Animations:	Idle, pull up, pull down, fire, reload
Sounds:	Fire, reload

6. Tommygun

Description:	Fires six bullets per second, efficient for many enemies in a group, ammo eater
Ammo:	Bullets
Comes with:	50 bullets
Distance hit:	500 meters
Ammo range:	0 meters
Direct hit points:	10 points
Range hit points:	0 points
Animations:	Idle, pull up, pull down, fire
Sounds:	Fire

7. Minigun

Description:	Seven fast-spinning barrels, Fires twelve bullets per second, 0.5 seconds delay start and end fire, efficient for many enemies in a group and strong enemies, can slice enemies in a second, double ammo eater
Ammo:	Bullets
Comes with:	100 bullets
Distance hit:	750 meters
Ammo range:	0 meters
Direct hit points:	10 points
Range hit:	0 points
Animations:	Idle, pull up, pull down, fire, spin up, spin down
Sounds:	Fire, spin up, spin down

8. Rocket Launcher

Description:	Good for long shots at many enemies in one place and for strong enemies far away, dangerous close because of range damage to you as well to the enemies, long recoil
Ammo:	Rockets
Comes with:	5 rockets
Hot spot hit:	4 meters
Fall off hit:	8 meters
Distance hit:	? meters
Ammo range:	40 meters
Direct hit points:	100 points
Range hit points:	1-50 points
Animations:	Idle, pull up, pull down, fire, reload
Sounds:	Launch

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

9. Grenade Launcher

Description:	Fires exploding grenades into the air, good for bouncing grenade off the wall or floor, grenade explodes when it hits someone, if not then it has 2 second delay, good for throw in the middle of the many enemies and run
Ammo:	Grenades
Comes with:	5 grenades
Hot spot hit:	4 meters
Fall off hit:	8 meters
Distance hit:	100 meters
Ammo range:	40 meters
Direct hit points:	50 points
Range hit points:	1-50 points
Animations:	Idle, pull up, pull down, fire
Sounds:	Launch

10. Pipe Bomb

Description:	Throws exploding grenades into the air, good for bouncing grenade off the wall or floor, grenade explodes when press fire button, if not then it stays there until collected, can throw multiple grenades near each other and activate last to set range reaction, good for throw in the middle of the many enemies and run
Ammo:	Grenades
Comes with:	5 grenades
Distance hit:	50 meters
Ammo range:	40 meters
Direct hit points:	20 points
Range hit points:	1-20 points
Animations:	Idle, pull up, pull down, throw, button press
Sounds:	Throw, button press

11. Flame Thrower

Description:	Fries all enemies except Lava Elementals, very powerful at close range, it has an after effect (burning) lasting 4 seconds, one can stop burning if jumps into water
Ammo:	Fuel
Comes with:	50 fuel
Distance hit:	50 meters
Ammo range:	0 meters
Direct hit points:	5 points
Range hit points:	1-20 points
Animations:	Idle, pull up, pull down, fire
Sounds:	Fire start, fire, fire stop

12. Laser Gun

Description:	Four barrels rapidly firing laser beams, found only in third episode, precise and very powerful
Ammo:	Cells
Comes with:	50 cells
Distance hit:	800 meters
Ammo range:	0 meters
Direct hit points:	15 points
Range hit points:	0 points
Animations:	Idle, pull up, pull down, fire
Sounds:	Fire

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

13. Beam Gun

Description:	Constant laser beam, also found only in third episode, aim enemy and cut through it, very precise, cells go like crazy
Ammo:	Cells
Comes with:	100 cells
Distance hit:	50 meters
Hot spot hit:	0 meters
Fall off hit:	0 meters
Ammo range:	0 meters
Direct hit points:	15 points
Range hit points:	0 points
Animations:	Idle, pull up, pull down, fire
Sounds:	Fire

14. BFC

Description:	Cannon
Ammo:	Cannon balls
Comes with:	1 cannon ball
Hot spot hit:	15 meters
Fall off hit:	50 meters
Distance hit:	0 meters
Ammo range:	100 meters
Direct hit points:	1000 points
Range hit points:	1-1000 points
Animations:	Idle, pull up, pull down, fire
Sounds:	Fire

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

5. ITEMS

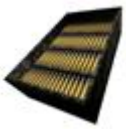
Here is a list of items which are helpful whenever possible. Items take effect when picked up.

5.1. AMMO

There are 8 different ammo types: bullets, shells, grenades, rockets, fuel tanks, cells, rockets and cannon balls. Except for the knife, colt and two colts, you must have ammunition to use a weapon. Each ammo type has a maximum you can carry.

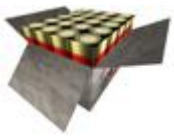
1. Bullets box

Weapon type: Minigun, tommygun
Quantity box: 50
Max quantity carry: 500



2. Shells

Weapon type: Single shotgun, double shotgun
Quantity box: 10
Max quantity carry: 100



3. Grenades

Weapon type: Grenade launcher, pipe bomb, drop grenade
Quantity box: 5
Max quantity carry: 50

4. Rockets

Weapon type: Rocket launcher
Quantity box: 5
Max quantity carry: 50

5. Fuel tank

Weapon type: Flame thrower
Quantity box: 50
Max quantity carry: 250

6. Cells

Weapon type: Laser gun, beam gun
Quantity box: 50
Max quantity carry: 400

7. Cannon ball

Weapon type: BFC
Quantity box: 1
Max quantity carry: 10

8. Cannon balls

Weapon type: BFC
Quantity box: 4
Max quantity carry: 10

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

5.2. ARMOR

Included are 5 different types of armor. Each one provides a certain amount of protection against enemy attacks. Every 1 armor point salvages 2/3 health points. Shard armor can build your armor up to 200 points, others can go to 100 points maximum.

1. Shard

Armor quantity: +1

2. Small

Armor quantity: 25

3. Medium

Armor quantity: 50

4. Strong

Armor quantity: 100

5. Super (Serious armor)

Armor quantity: 200

5.3. HEALTH

There are 5 types of different health kits. Pill can build your health up to 200 points, others can go to 100 points maximum.

1. Pill

Health quantity: +1

2. Small (Ampoule)

Health quantity: 10

3. Medium (Bottle)

Health quantity: 25

4. Large (Medkit)

Health quantity: 50

5. Super (Serious health)

Health quantity: +100

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

5.4. POWER-UPS

1. Invisibility:

It makes you invisible to all enemies for 30 seconds or less, if you reveal yourself by shooting.

2. Invulnerability

Enemies cannot hurt you for 30 seconds.

3. Serious damage

Your weapons will be four times powerful than usual.

4. Serious pack

It doubles the maximum amount of ammo you can carry to 200.

5. Diving gear

Allows extended swimming.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

6. ENEMIES

6.1. DETAILED ENEMIES LIST

1. Rocket

Description:	Circular-headed almost-humanly-looking beast, has rocket launcher and head in his hands, muscles outfit, no close attacks, fires rockets, best used for decorating walls, killed with two bullets
Run Speed:	5 (slow)
Score points:	100
Overall:	Weakest
Animations:	Idle, walk, run, wound, die, fire projectile
Sounds:	Idle, sight, fire projectile, wound, die

2. Firecracker

Description:	Head-hand-held almost-humanly-looking beast, has saw and head in hands, red outfit, no close attacks, fires four fireballs from his head, fireballs travel low on the ground, likes to ambush from above, also killed with two bullets
Run Speed:	5 (slow)
Score points:	200
Overall:	Easy
Animations:	Idle, walk, run, wound, die, fire projectile
Sounds:	Same as Rocket, except fire which is four-barreled fire

3. Bone

Description:	Constructed of bones, uses hands to help walking, jumps with horns when attacks close, also fires two-ball projectiles, runs strait into target, produces sound while running, bones are connected like human skeleton, best killed close with double shotgun
Run Speed:	12
Score points:	1000
Overall:	Medium
Animations:	Idle, walk, run, wound, die, run-jump-kick, hand kick (one-two), fire projectile
Sounds:	Idle, sight, run-jump-kick, hand kick, fire projectile, wound, die

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

4. Eye-fly boy

Description:	Meaty big head with one eye and big jaws, two versions: pink and red skinned, both versions can morph (two legs, two long hands) into walking eye, floats/flies or runs, bites or kicks when close, best killed close with single shotgun
Run Speed:	9 (medium/fast)
Fly speed:	11 (fast faster than player)
Score points:	500
Overall:	Easy
Animations:	Idle, walk, run, wound, die, hand kick (one-two), morph to fly
Sounds:	Idle, sight, bite, hand kick (one-two), wound, die

5. Eye-fly bigbro

Description:	Stronger as Eye-fly boy, greenish skin, bigger, best killed close with double shotgun
Run Speed:	9 (medium/fast)
Fly speed:	11 (faster than player)
Score points:	1000
Overall:	Easy/medium
Animations:	Idle, glide in mid-air, wound, die, bite, morph to walk
Sounds:	Same as Eye-fly boy

6. Eye-invisible

Description:	Same as Eye-fly bigbro, almost invisible, best killed close with double shotgun
Run Speed:	9 (medium/fast)
Fly speed:	11 (faster than player)
Score points:	2000
Overall:	Medium
Animations:	Same as Eye-fly boy
Sounds:	Same as Eye-fly boy

7. Bomber

Description:	Pin-headed almost-humanly-looking beast, carries box full of bombs, normal outfit, no close attacks, throws bombs, dangerous when explodes after being killed, killed with two bullets
Run Speed:	5 (slow)
Score points:	500
Overall:	Easy/medium
Animations:	Idle, run, wound, die, throw bomb
Sounds:	Same as Rocket (idle, sight, wound, die), except fire which is throw bomb

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

8. Kamikaze

Description:	No-head almost-humanly-looking beast, carries two bombs in his hands, all muscles outfit, suicide close attacks, using ambush for attacks, hard to get away from him, when attacking yells like crazy, dangerous when explodes after being killed, killed with two bullets
Run Speed:	12 (faster than player)
Score points:	2500
Overall:	Medium
Animations:	Idle, run, wound, die
Sounds:	Same as Rocket (idle, sight), except run which is crazy yell

9. Werebull

Description:	Crazy bull, brown-orange skinned, attacks close with horns, very fast, runs strait into target, produces sound while running, best killed with minigun
Run Speed:	15 (much faster than player)
Score points:	2000
Overall:	Medium/hard
Animations:	Idle, walk, run, wound, stand die, run die, stand kick horn
Sounds:	Idle, sight, run, stand kick horn, die

10. Freezebull

Description:	Crazy bull, white skinned, appears only on Ice Planet, attacks close with horns, very fast, runs strait into target, produces sound while running, best killed with minigun
Run Speed:	15 (much faster than player)
Score points:	2000
Overall:	Medium/hard
Animations:	Idle, walk, run, wound, stand die, run die, stand kick horn
Sounds:	Idle, sight, run, stand kick horn, die

11. Scorpio boy

Description:	Brown scorpion body with human top, carries minigun, attacks close with big dagger, fires minigun, best killed with tommygun, very slow but deadly when firing
Run Speed:	5 (slow)
Score points:	1000
Overall:	Medium
Animations:	Idle, walk, run, wound, die, fire minigun
Sounds:	Idle, sight, wound, die, fire minigun

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

12. Scorpio bigbro

Description:	Red scorpion body with human top, stronger and bigger than scorpion boy, best killed with minigun
Run Speed:	5 (slow)
Score points:	5000
Overall:	Medium/hard
Animations:	Same as Scorpio boy
Sounds:	Same as Scorpio boy

13. Scorpio dad

Description:	Blue scorpion body with human top, stronger and bigger than scorpion bigbro, best killed with rocket launcher
Run Speed:	5 (slow)
Score points:	10000
Overall:	Hard
Animations:	Same as Scorpio boy
Sounds:	Same as Scorpio boy

14. Bird

Description:	Busty woman with hawk legs and wings, flies and runs, attacks close with legs, fires projectiles, best killed with double shotgun
Run Speed:	11 (faster than player)
Fly Speed:	12 (faster than player)
Score points:	1000
Overall:	Medium
Animations (ground):	Idle, walk, run, wound, die, jump-kick legs
Animations (air):	Idle, fly, wound, die, fly-kick legs
Sounds:	Idle, sight, wound, kick legs, die, fire projectile

15. Dragon boy

Description:	Humanly dragon, brown-orange skinned, long neck, small wings, flies and runs, fires projectiles, close attack kicks with legs, best killed with tommygun
Run Speed:	11 (faster than player)
Fly Speed:	12 (faster than player)
Score points:	1000
Overall:	Weak/Medium
Animations (ground):	Idle, walk, run, wound, die, cast from hand projectile
Animations (air):	Idle, fly, wound, die, fly-kick legs, mouth fire projectile
Sounds:	Idle, sight, wound, kick legs, die, fire projectile

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

16. Dragon bigbro

Description:	Humanly dragon, red skinned, stronger than Dragon boy, also fires flame from his mouth, best killed with rocket launcher
Run Speed:	11 (faster than player)
Fly Speed:	12 (faster than player)
Score points:	2000
Overall:	Medium
Animations (ground):	Same as Dragon boy, except firing flame
Animations (air):	Same as Dragon boy, except firing flame
Sounds:	Same as Dragon boy, except firing flame

17. Dragon dad

Description:	Humanly dragon, green-yellow skinned, stronger than Dragon bigbro, also fires flame and projectile from his mouth, best killed with minigun
Run Speed:	11 (faster than player)
Fly Speed:	12 (faster than player)
Score points:	10000
Overall:	Very hard
Animations (ground):	Same as Dragon boy, except mouth flame and mouth projectile
Animations (air):	Same as Dragon boy, except mouth flame and mouth projectile
Sounds:	Same as Dragon boy, except mouth flame and mouth projectile

18. Water-drop Elemental

Description:	Humanly sculptured, short legs, water skinned, slow walking, fires water projectiles, best killed with flame-thrower
Run Speed:	5 (slow)
Score points:	500
Overall:	Easy/medium
Animations:	Idle, sight (morph from floor), walk, run, wound, die (morph down), fire projectile
Sounds:	Idle, sight, wound, fire, die

19. Water-daddy Elemental

Description:	Bigger and stronger than Water-drop Elemental, when hurt or dead drops Water-drop Elementals, best killed with minigun
Run Speed:	5 (slow)
Score points:	2500
Overall:	Medium
Animations:	Idle, sight (morph from floor), walk, run, wound, die (morph down), fire projectile
Sounds:	Idle, sight, wound, fire, die

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

20. Water-mum Elemental

Description:	Boss, keeper of the Water mineral, ruler of the Water planet, bigger and stronger than Water-daddy Elemental, fires two water projectiles, when hurt or dead drops Water-daddy Elementals, best killed with rocket launcher
Run Speed:	5 (slow)
Score points:	10000
Overall:	Very hard
Animations:	Idle, sight (morph from floor), walk, run, wound, die (morph down), fire projectile
Sounds:	Idle, sight, wound, fire, die

21. Lava-drop Elemental

Description:	Humanly sculptured, short legs, lava skinned, slow walking, fires lava projectiles, best killed with single shotgun
Run Speed:	5 (slow)
Score points:	500
Overall:	Easy/medium
Animations:	Idle, sight (morph from square), walk, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

22. Lava-daddy Elemental

Description:	Bigger and stronger than Lava-drop Elemental, when hurt or dead drops Lava-drop Elementals, best killed with double shotgun
Run Speed:	5 (slow)
Score points:	2500
Overall:	Medium
Animations:	Idle, sight (morph from square), walk, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

23. Lava-mum Elemental

Description:	Boss, keeper of the Lava mineral, ruler of the Lava planet, bigger and stronger than Lava-daddy Elemental, when hurt or dead drops lava-daddy Elementals, best killed with rocket launcher
Run Speed:	5 (slow)
Score points:	10000
Overall:	Very hard
Animations:	Idle, sight (morph from square), walk, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

24. Ice-drop Elemental

Description:	Humanly sculptured, short legs, ice skinned, slow walking, fires ice projectiles, best killed with flamethrower
Run Speed:	5 (slow)
Score points:	500
Overall:	Easy/medium
Animations:	Idle, sight (morph from triangle), walk, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

25. Ice-daddy Elemental

Description:	Bigger and stronger than Ice-drop Elemental, can hit with ice hammer, when hurt or dead drops Ice-drop Elementals, best killed with minigun
Run Speed:	5 (slow)
Score points:	2500
Overall:	Medium
Animations:	Idle, sight (morph from triangle), walk, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

26. Ice-mum Elemental

Description:	Boss, keeper of the Ice mineral, ruler of the Ice planet, bigger and stronger than Ice-daddy Elemental, ground shakes when hits ground with ice hammer, when hurt or dead drops Ice-daddy Elementals, best killed with rocket launcher
Run Speed:	5 (slow)
Score points:	10000
Overall:	Very hard
Animations:	Idle, sight (morph from triangle), walk,
run,	wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

27. Stone-drop Elemental

Description:	Humanly sculptured, short legs, stone skinned, slow walking, fires stone projectiles, best killed with flame thrower
Run Speed:	5 (slow)
Score points:	500
Overall:	Easy/medium
Animations:	Idle, sight (morph from square), walk, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

28. Stone-daddy Elemental

Description:	Bigger and stronger than Stone-drop Elemental, when hurt or dead drops Stone-drop Elementals, best killed with minigun
Run Speed:	5 (slow)
Score points:	2500
Overall:	Medium
Animations:	Idle, sight (morph from square), walk, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

29. Stone-mum Elemental

Description:	Boss, keeper of the Stone mineral, ruler of the Stone planet, bigger and stronger than Stone-daddy Elemental, ground shakes when hits ground with stone hammer, when hurt or dead drops Stone-daddy Elementals, best killed with rocket launcher
Run Speed:	5 (slow)
Score points:	10000
Overall:	Very hard
Animations:	Idle, sight (morph from square), walk, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

30. Air-drop Elemental

Description:	Humanly sculptured, short legs, air skinned, slow walking, fires air projectiles, best killed with flame-thrower
Run Speed:	5 (slow)
Score points:	500
Overall:	Easy/medium
Animations:	Idle, sight (morph from point), walk, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

31. Air-daddy Elemental

Description:	Bigger and stronger than Air-drop Elemental, when hurt or dead drops Air-drop Elementals, best killed with minigun
Run Speed:	5 (slow)
Score points:	2500
Overall:	Medium
Animations:	Idle, sight (morph from point), walk, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

32. Air-mum Elemental

Description:	Boss, keeper of the Air mineral, ruler of the Tropic planet, bigger and stronger than Air-daddy Elemental, when hurt or dead drops Air-daddy Elementals, best killed with rocket launcher
Run Speed:	5 (slow)
Score points:	10000
Overall:	Very hard
Animations:	Idle, sight (morph from point), walk, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

33. Manta

Description:	Humanly beast with mantis wings, black back and blue front skin, fires water projectiles, can morph into cocoon for ambush, best killed with single shotgun
Run Speed:	10 (fast as player)
Score points:	2000
Overall:	Easy/Medium
Animations:	Idle, sight (morph from cocoon), swim, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

34. Fishman

Description:	Humanly frog with harpoon, blue skin, fires water projectiles, fast in water, can go inside water, outside jumps instead of running, best killed by two colts
Run Speed:	12 (faster than player)
Score points:	500
Overall:	Easy
Animations (air):	Idle, sight, jump, wound, die, fire projectile
Animations (water):	Idle, sight, swim, wound, die, fire projectile
Sounds (air):	Idle, sight, wound, fire, die
Sounds (water):	Same as air sounds with added bubbles

35. Mammoth

Description:	Big four-leg mammoth with horns, brown fur, walks slow, fires projectiles, hits with horns when close, runs strait into target, produces sound while running, can carry up to 3 Mammoth boys, best killed with grenade launcher
Run Speed:	7 (slow)
Score points:	5000
Overall:	Hard
Animations:	Idle, sight, run, wound, die, fire projectile, horn kick
Sounds:	Idle, sight, wound, fire, die, horn kick

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

36. Mammoth boy

Description:	Colorful kid with dark coat and head cover, carries lasergun, can ride on Mammoth, best killed with single shotgun
Run Speed:	10 (fast)
Score points:	500
Overall:	Easy
Animations:	Idle, sight, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

37. Snake

Description:	Snake with human top, brown snakeskin, carries stick, fires projectiles, best killed with single shotgun
Run Speed:	8 (fast)
Score points:	500
Overall:	Easy/medium
Animations:	Idle, sight, glide, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

38. Cywalker

Description:	Cyber humanoid beast, carries laser machine, fires laser projectiles, best killed with laser gun
Run Speed:	10 (fast)
Score points:	500
Overall:	Easy
Animations:	Idle, sight, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

39. Cydriver

Description:	Cywalker on bike, drops bombs, can eject from exploding bike, can attack from ground, good for flying target practice, best killed with laser gun
Run Speed:	12 (faster than player)
Score points:	1000
Overall:	Easy/medium
Animations (air):	Idle, explode, eject, fire projectile
Animations (ground):	Idle, sight, run, wound, get up after ejected, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

40. Walker boy

Description:	Two-leg walking beast with fish body, cyber outfit, has two rocket launchers, very fast, best killed with laser gun
Run Speed:	10 (fast)
Score points:	2000
Overall:	Medium
Animations:	Idle, sight, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

41. Walker dad

Description:	Bigger and stronger than Walker boy, best killed with beam gun
Run Speed:	11 (faster than player)
Score points:	10000
Overall:	Hard
Animations:	Idle, sight, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

42. Devil Boss

Description:	Boss, big meaty beast, oversees occupation of Egypt, has three devil heads, four arms, two different legs, tail, carries minigun, claw and magic stick, protects himself with armor, best killed with loads of rockets
Run Speed:	10 (fast)
Score points:	20000
Overall:	Very hard
Animations:	Idle, sight, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

43. Devil copycat

Description:	Smaller and weaker version of Devil Boss
Run Speed:	10 (fast)
Score points:	5000
Overall:	Hard
Animations:	Idle, sight, run, wound, die, fire projectile
Sounds:	Idle, sight, wound, fire, die

44. Cyships

Description:	5 different cyber crafts, patrolling in Sirius, mechanics flying when destroyed
Run Speed:	15 (faster than player)
Score points:	100
Overall:	Easy
Animations:	Idle, die, fire projectile
Sounds:	Idle, sight, fire, die

45. Cyvehicles

Description:	5 different cyber cans, patrolling in Sirius, mechanics flying when destroyed, easy kills
Run Speed:	10 (fast)
Score points:	100
Overall:	Easy
Animations:	Idle, die, fire projectile
Sounds:	Idle, sight, fire, die

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

46. Shark

Description:	Mutant shark, patrols in water pools, swims fast, bites, best killed with single shotgun
Run Speed:	12 (faster than player)
Score points:	1000
Overall:	Medium
Animations:	Idle, swim, wound, die, bite
Sounds:	Idle, sight, wound, die, bite

47. Notorious Mental

Description:	Final boss, big ugly brain floating inside glass cylinder, fully protected until cylinder is lifted, computer provides him with fresh oxygen, uses mental powers to control environment for attacks, best killed with smart and fast attacks
Run Speed:	6 (slow)
Score points:	50000
Overall:	Thy hard
Animations:	Idle, sight, angry, wound, glory, defeat
Sounds:	Idle, sight, angry, wound, glory, defeat

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

7. LEVELS

7.1. EGYPT

Egypt is represented with 5 different architecture areas. These are: Theba, King Valley, Karnak, Hatshephut and Pyramid Valley.

Egypt environment looks exactly like in 2000 BC. The surrounding is all very bright, architecture is all new and shiny. There are some indoor environments, but generally the action is mainly outside.

Your mission in Egypt is to travel through it and find the Valley of the Pyramids. On your way, you have to collect 4 different Earth elements (water, fire, air and earth) and proceed to Great Pyramid. The Pyramid is guarded by vicious Devil. In the Great Pyramid you have to mix Earth elements in right order. By doing that, the big space ship will arrive. This ship will to take you to Planetoids, nearer Notorious Mental home.

7.1.1. INTRO SCENE - TELEPORTING TO EGYPT

At the start of the game, there is an introduction sequence. It shows Serious Sam running through a village near the city of Theba.

Serious Sam teleports in Egypt, near the city of Theba. He walks toward the main gates. Walking through the village, he shots enemies (Rockets) which are guarding the houses. After approaching the gates, he opens the doors and enters inside the Theba City. The gates close behind him. This is where you enter the play.

7.1.2. EGYPT, THEBA

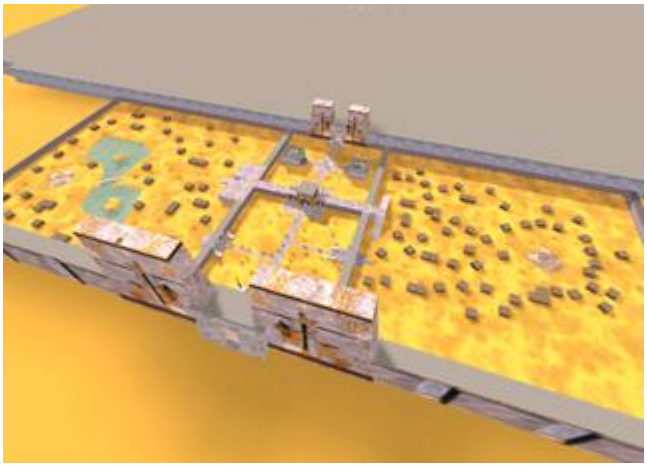
Prelude: First location to visit will be ancient city of Theba. Theba is combined of three parts: City Enter, Middle Yards and Obelisk Yards. Background is set in early afternoon, hot sunny atmosphere.

Your mission is to find your way to the Obelisk Yard. There you'll have to find the first 'earth element'. You have to collect it and find the entrance to the King Valley.

Level 01 - Theba, First Stage (Theba Enter)

This is first part of Theba City, where you enter inside the Theba. You start behind the main gates of the city, carrying one colt and a knife.

There are 2 enemies appearing: Rocket and Firecracker. First encounter is with numerous Rockets and, after collecting the shotgun, Firecracker reveals himself. Rockets are patrolling and guarding the city from the intruders. They fire projectiles when they see you.

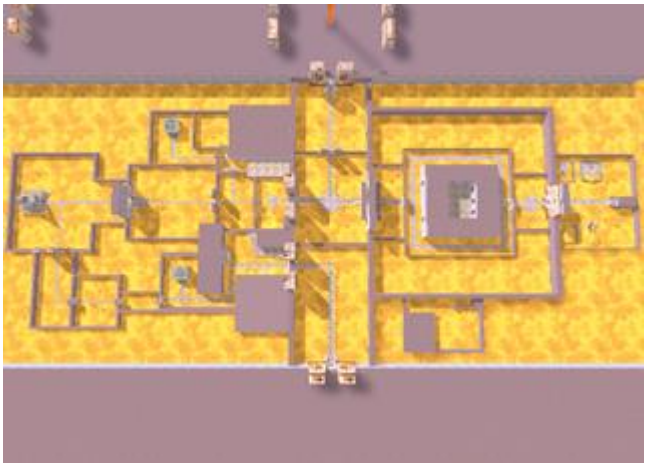


Ambience FX: small steady water, small torch fire, slide small stone door, slide big stone doors, close big stone door, wooden switch pull

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

Level 02 - Theba, Second Stage (Theba Middle Yards)

This is second part of Theba City, where you walk through the middle part of the Theba.



There are 3 new enemies appearing: Eye-fly boy, Eye-fly bigbro and Bone.

Here are all enemies appearing in level: Rocket, Firecracker, Eye-fly boy, Eye-fly bigbro, Bone.

There are 2 new weapons: second colt, tommygun and double shotgun (secret).

Ambience FX: small torch fire, slide small stone door, slide medium stone doors, slide big stone doors, close medium stone door, close big stone door, wooden switch pull, key collected, teleport

Level 03 - Theba, Last Stage (Theba Obelisk Yards)

This is the last part of Theba City, where you walk towards the Obelisk Yard and enter King Valley.

There are 5 new enemies appearing: Bomber, Scorpio boy, Werebull, Kamikaze, Scorpio bigbro.

Here are all enemies appearing in level: Rocket, Firecracker, Eye-fly boy, Eye-fly bigbro, Bone, Bomber, Scorpio boy, Werebull, Kamikaze, Scorpio bigbro.

There are 3 new weapons appearing: double shotgun, second colt and tommygun.

Ambience FX: small torch fire, slide small stone door, slide medium stone doors, slide big stone doors, close medium stone door, close big stone door, teleport

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

7.1.3. EGYPT, KING VALLEY

Prelude: Second location to visit will be King Valley. King Valley is divided into 4 parts: Valley Entrance, Tomb of Ramses II, Tomb of Menes and Valley Exit. Background is set in evening. Terrain is brown and created of earth.

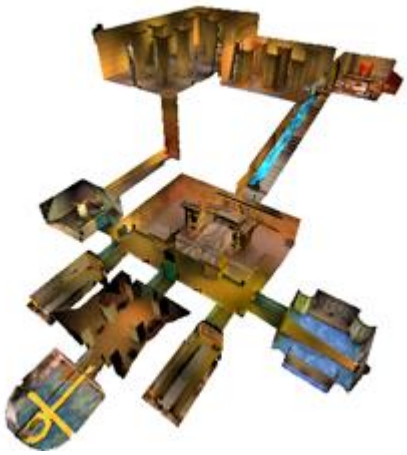
Your mission is to find and open the secret passage to Karnak. To achieve that, you have to enter the two Tombs: Tomb of Ramses II and Tomb of Menes. There are two magic statues hidden inside. They have to be found and collected. After that you have to go to Valley Exit, where an ancient mechanism is located. Inserting two statues in the mechanism activates it. This opens the water tunnel to Karnak.

Level 04 - King Valley, First Stage (Valley Entrance)

This is first part of King Valley, where you enter the valley.

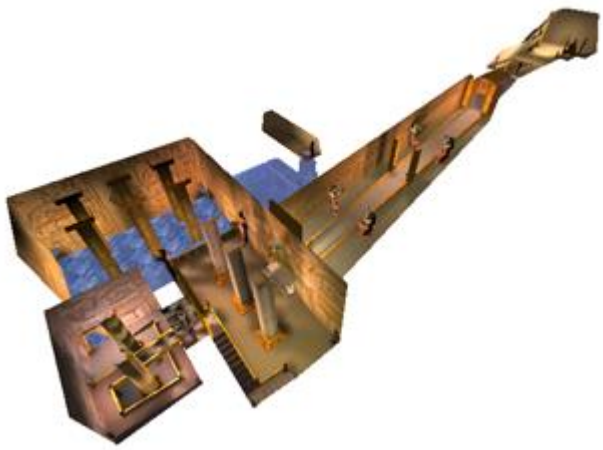
Level 05 - King Valley, Second Stage (Tomb of Ramses II)

This is second part of King Valley, where you enter the first tomb.



Level 06 - King Valley, Third Stage (Tomb of Menes)

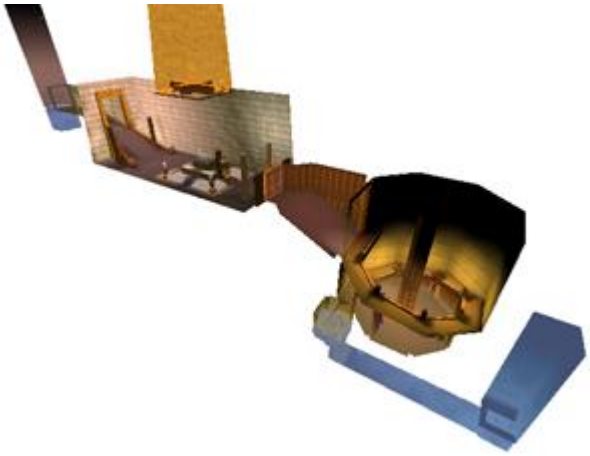
This is third part of King Valley, where you enter the second tomb.



Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

Level 07 - King Valley, Last Stage (Valley Exit)

This is the last part of King Valley, where you leave the King Valley.

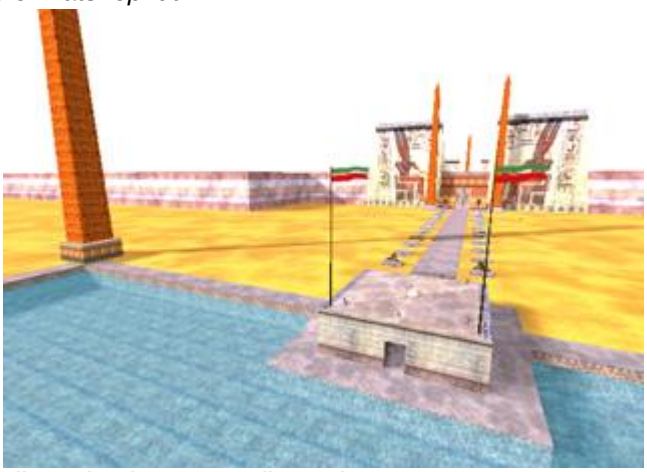


7.1.4. EGYPT, KARNAK

Prelude: Third location to visit will be Karnak. Karnak is divided into 5 parts: Enter, Complex, Temple, Lake & Alley and Babylon Temple. Background is set in early morning, hot sunny atmosphere.

Your mission is to find your way to the Babylon Temple. There you'll find the 'air element' hidden inside. From there you need to go to the temple of Hatshephut.

Level 08 - Karnak, First Stage (Karnak Enter)

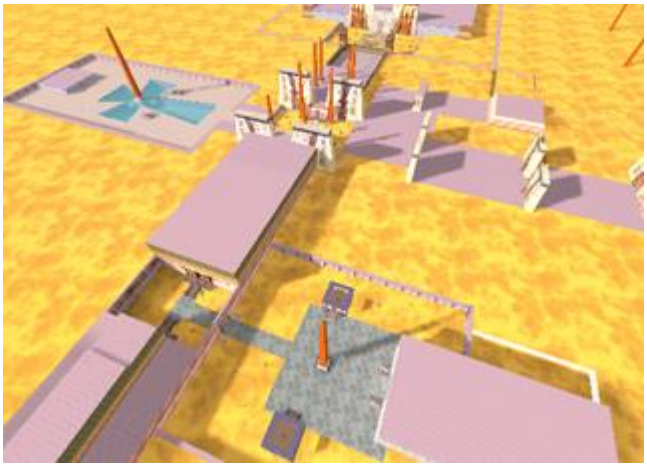


This is first part of Karnak, where you enter Karnak.

Here are all enemies appearing in level: Rocket, Firecracker, Eye-fly boy, Eye-fly bigbro, Bone, Bomber, Scorpio boy, Werebull, Kamikaze, Scorpio bigbro.

Ambience FX: small torch fire, slide small stone door, slide medium stone doors, slide big stone doors, close medium stone door, close big stone door, wooden switch pull, key collected, teleport, small steady water

Level 9 - Karnak, Second Stage (Karnak Enter Complex)



This is second part of Karnak, where you enter further into Karnak.

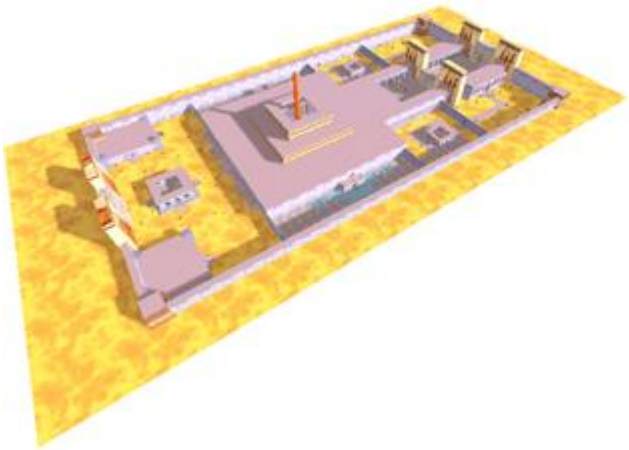
There is 1 new enemy appearing: Fishman.

Here are all enemies appearing in level: Rocket, Firecracker, Eye-fly boy, Eye-fly bigbro, Bone, Bomber, Scorpio boy, Werebull, Kamikaze, Scorpio bigbro, Fishman.

Ambience FX: small torch fire, slide small stone door, slide medium stone doors, slide big stone doors, close medium stone door, close big stone door, key collected, teleport, small steady water, fountain

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

Level 10 - Karnak, Third Stage (Karnak Temple)



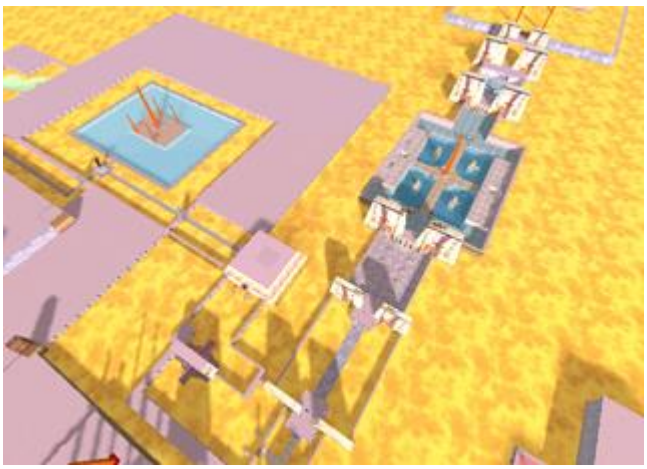
This is middle part of Karnak, where you enter Karnak Temple.

There is 1 new weapon appearing: minigun.

Here are all enemies appearing in level: Rocket, Firecracker, Eye-fly boy, Eye-fly bigbro, Bone, Bomber, Scorpio boy, Werebull, Kamikaze, Scorpio bigbro.

Ambience FX: small torch fire, slide small stone door, slide medium stone doors, slide big stone doors, close medium stone door, close big stone door, key collected, teleport, small steady water

Level 11 - Karnak, Fourth Stage (Karnak Lake & Alley)



This is the fourth part of Karnak.

Here are all enemies appearing in level: Rocket, Firecracker, Eye-fly boy, Eye-fly bigbro, Bone, Bomber, Scorpio boy, Werebull, Kamikaze, Scorpio bigbro.

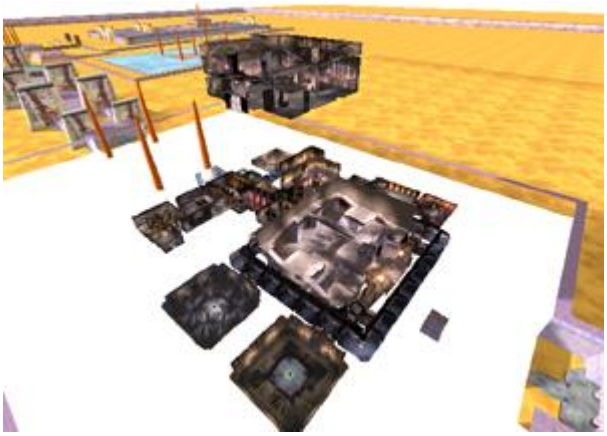
Ambience FX: small torch fire, slide small stone door, slide medium stone doors, slide big stone doors, close medium stone door, close big stone door, key collected, teleport, small steady water

Level 12 - Karnak, Last Stage (Babylon Temple)

This is the last part of Karnak, where you enter Babylon Temple.

There is 1 new weapon appearing: pipebomb.

Here are all enemies appearing in level: Rocket, Firecracker, Eye-fly boy, Eye-fly bigbro, Bone, Bomber, Scorpio boy, Werebull, Kamikaze, Scorpio bigbro.



Ambience FX: small torch fire, slide small stone door, slide medium stone doors, slide big stone doors, close medium stone door, close big stone door, key collected, teleport, small steady water

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

7.1.5. EGYPT, HATSHEPHUT

Prelude: Fourth location to visit will be temple of Hatshephut. Background is set at night, sky is full of stars.

Your mission is to enter Hatshephut Temple. There you'll find the 'fire element'. By collecting the third element, the small opening would be revealed. It opens the cave passage leading to the Pyramid Valley.

Level 13 - Hatshephut

You start in walkway to Hatshephut, surrounded by statues.

There is 1 new weapon appearing: flame-thrower.

Here are all enemies appearing in level: Rocket, Firecracker, Eye-fly boy, Eye-fly bigbro, Bone, Bomber, Scorpio boy, Werebull, Kamikaze, Scorpio bigbro.

Ambience FX: small torch fire, slide small stone door, slide medium stone doors, slide big stone doors, close medium stone door, close big stone door, key collected, teleport

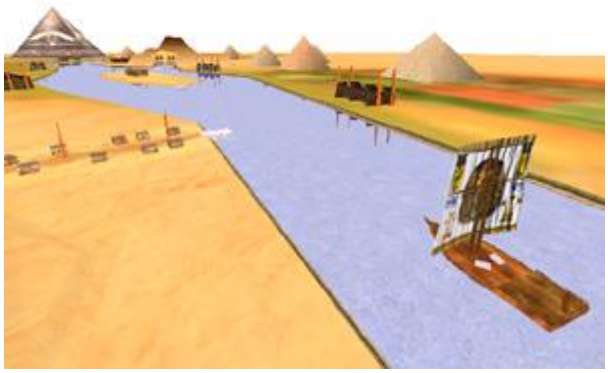
7.1.6. EGYPT, PYRAMID VALLEY

Prelude: Last Egypt location to visit will be Pyramid Valley. Pyramid Valley is divided into 3 parts: Valley Entrance, Abu Simbel and the Great Pyramid. Background is set in noon. The river Nile is spreading throughout the Valley. Numerous pyramids and temples are scattered across the river shore. You are using a boat to travel to the different locations.

Your mission is to enter the Great Pyramid. To get there, you have to use the boat and go to the Abu Simbel. There you'll find the last 'water element'. Then, all four elements have to be taken to the Great Pyramid. The Great Pyramid is guarded by vicious Devil (BOSS). You'll have to kill him to go inside. Inside the Great Pyramid, there are four mechanisms. Each of them is activated by one element. After all four elements are inserted and the mechanisms activated, it will allow you to transport to the Planetoids.

Level 14 – Pyramid Valley, First Stage (Valley Entrance)

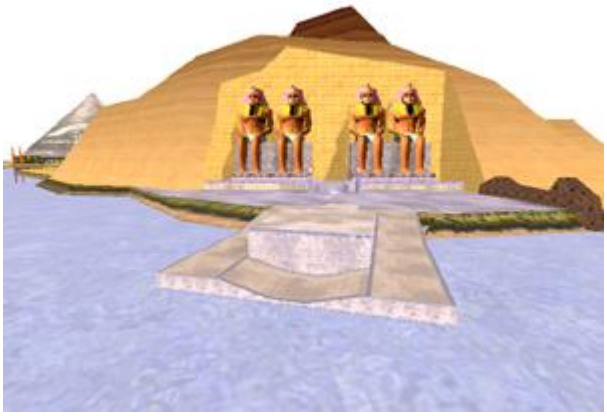
This is first part of Pyramid Valley, where you use the boat to get to the Abu Simbel.

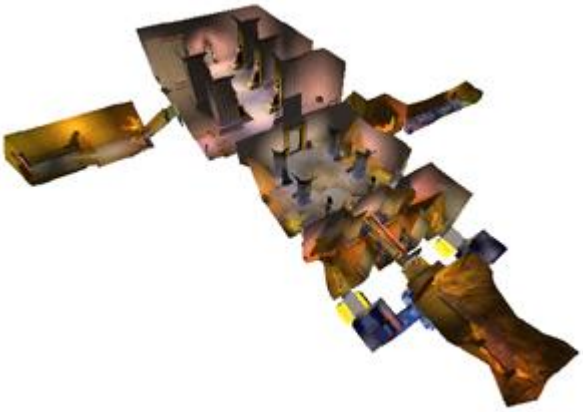


Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

Level 15 - Pyramid Valley, Second Stage (Abu Simbel)

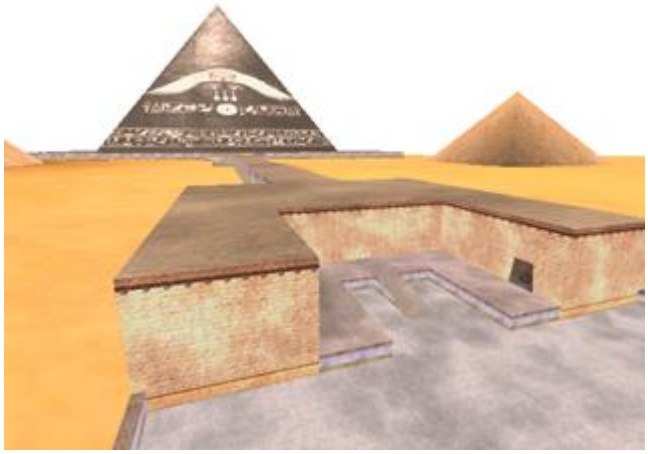
This is second part of Pyramid Valley, where you enter Abu Simbel.





Level 16 - Pyramid Valley, Last Stage (Great Pyramid)

This is the last part of Pyramid Valley and the last part of the Egypt.



7.1.7. END SEQUENCE - LEAVING EGYPT

The scene starts after you enter the Great Pyramid, insert the four elements and stand in the middle of the mechanism.

The camera takes the 3rd person view. The ceiling of the Pyramid opens. The big ship appears from the sky. It slowly closes to the top of the Pyramid shadowing the entire Pyramid Valley. It releases beam and it takes you inside. Then the ship flies into the space.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

7.2. PLANETOIDS

Planetoids environment is represented with six different planets. These planets are: Water Planet, Lava Planet, Ice Planet, Green Planet, Tropic Planet and Rock Planet.

Each Planetoids environment is best described with the names of the planets.

Planetoids episode has got 13 levels: Waterfall Circle, Water Valley & Stairs, Terra & River, End Lake Mountains, Lava Valley, Lava Canyon, Lava Vulcan, Green Valley, Ice Valley, Ice End, Tropic Valley, Tropic Arena and Desert Planet.

Your mission is to collect 6 different minerals on six different planets. The minerals are needed for helping Lovely Brainette to repossess her powers back. Elementals (BOSSES) guard the minerals. After you find all minerals, you have to find and enter the Mining Station. From there, you'll be able to go to the Sirius City and locate and defeat Mental.

7.2.1. INTRO SCENE - TELEPORTING TO WATER PLANET

At the start of the Water Planet, there is an introduction sequence. It shows Serious Sam teleporting to the first water platform inside the Waterfall Circle.

Serious Sam is teleported from the Space Crusader down to the Water planet. The camera slowly comes to him and it takes 1st person view. This is where you enter the level.

7.2.2. PLANETOIDS, WATER PLANET

Prelude: First location to visit will be Water Planet. Water Planet is combined of four parts: Waterfall Circle, Waterfall Valley and Stairs, Terra & River and End Lake Mountains. Background is set in early afternoon, hot sunny atmosphere. Everything is green and blue, water and grass are main parts of this planet. There are also some underwater caves.

Your mission is to find a secret water station. Inside it, there is a first mineral element (water mineral) hidden, out of six minerals shattered across Planetoids. You have to get it and proceed to Lava Planet. The mineral is guarded by Water Elemental (BOSS), so you'll have to kill him first.

Level 17 - Water Planet, First Stage (Waterfall Circle)

You start on first platform, carrying one colt and a knife. You see waterfall, multiple platforms and water is spreading below these platforms.

There are 2 new enemies appearing: Mantis and Bird.

Here are all enemies appearing in level: Bone, Eyeman boy, Eyeman bigbro, Fish, Bomber, Rocket, Firecracker, Kamikaze, Mantis, Werebull, Bird.

There are 3 weapons reappearing: second colt, single shotgun and double shotgun.

Ambience FX: river, small torch fire, slide small stone door, waterfall large

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

Level 18 - Water Planet, Second Stage (Waterfall Valley and Stairs)

You start in tunnel. You see entrance to Waterfall Valley.

There are 2 new enemies appearing: Water-drop Elemental and Water-daddy Elemental.

Here are all enemies appearing in level: Bone, Water-drop Elemental, Water-daddy Elemental, Fishman, Bomber, Rocket, Firecracker, Kamikaze, Mantis, Werebull, Bird.

There is 1 weapon reappearing: tommygun.

Ambience FX: river, open wooden door, waterfall large

Level 19 - Water Planet, Third Stage (Terra & River)

You start in tunnel. You see entrance to Terra & River.

Here are all enemies appearing in level: Bone, Water-drop Elemental, Water-daddy Elemental, Fish, Bomber, Rocket, Firecracker, Eyeman boy, Mantis, Werebull, Bird.

There is 1 weapon reappearing: rocket launcher.

Ambience FX: river, open wooden door, waterfall large

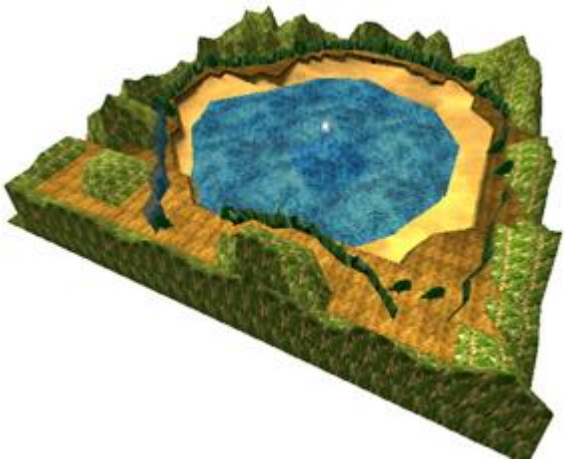
Level 20 - Water Planet, Last Stage (End Lake Mountains)

You start in tunnel. You see entrance to final lake.

There is 1 weapon reappearing: minigun.

There is 1 new enemy appearing: Water-mum Elemental (BOSS).

Here are all enemies appearing in level: Bone, Water-drop Elemental, Water-daddy Elemental, Fishman, Rocket, Firecracker, Mantis, Werebull, Water-mum Elemental (BOSS)
Ambience FX: river, open electric door.



Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

7.2.3. PLANETOIDS, LAVA PLANET

Prelude: Second location to visit will be Lava Planet. Lava Planet is combined of three parts: Lava Valley, Lava Canyon and Lava Vulcan. Background is set in early sunset, red, hot atmosphere. Everything is red, lava and lava rocks are main parts of this planet. There are also some lava caves.

Your mission is to find a Big Vulcan. Inside it, there is a second mineral element (lava mineral) hidden, out of six minerals shattered across Planetoids. You have to get it and proceed to Green Planet. The mineral is guarded by Lava Elemental (BOSS), so you'll have to kill him first.

Level 21 - Lava Planet, First Stage (Lava Valley)

You start on rock platform. There is a great risk of getting burned, if falling over in lava.

There are 2 new enemies appearing: Dragon boy and Dragon bigbro.

Here are all enemies appearing in level: Scorpio bigbro, Firecracker, Dragon boy, Dragon bigbro, Lava-drop Elemental, Lava-daddy Elemental, Eye-fly boy.

There is 1 weapon reappearing: pipe bomb.

Ambience FX: lava.

Level 22 - Lava Planet, Second Stage (Lava Canyon)

You start near a moving rock platform.

Here are all enemies appearing in level: Scorpio bigbro, Firecracker, Dragon boy, Dragon bigbro, Lava-drop Elemental, Lava-daddy Elemental, Eye-fly boy.

There is 1 new weapon appearing: BFC.

Ambience FX: lava.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

Level 23 - Lava Planet, Last Stage (Lava Vulcan)

You can see the path to the big Vulcan.

There are 2 new enemies appearing: Devil copycat and Lava-mum Elemental (BOSS).

Here are all enemies appearing in level: Firecracker, Dragon boy, Dragon bigbro, Lava-drop Elemental, Lava-daddy Elemental, Eye-fly boy, Devil copycat and Lava-mum Elemental (BOSS).

There is 1 weapon reappearing: BFC.

Ambience FX: lava.

7.2.4. PLANETOIDS, GREEN PLANET

Prelude: Third location to visit will be Green Planet. Background is set in sunny atmosphere. Everything is green of this planet. There are also some caves.

Your mission is to find a Green Tower. Inside it, there is a third mineral element (fire mineral) hidden, out of six minerals shattered across Planetoids. You have to get it and proceed to Ice Planet. Dragon (BOSS) guards the mineral, so you'll have to kill him first.

Level 24 - Green Planet

You start on green terrain. Your task is to navigate over multiple terrains and get to a final temple. There you'll meet Dragon dad (BOSS). He is guarding the navigation map, so you'll have to kill him to collect it. Et the end, you'll teleport to the Ice planet.

There are 3 new enemies appearing: Mammoth boy, Mammoth and Dragon dad (BOSS).

Here are all enemies appearing in level: Mammoth boy, Mammoth, Kamikaze, Dragon boy, Dragon bigbro, Firecracker, Bomber, Eye-fly bigbro, Bird, Werebull, Bone, Dragon dad (BOSS).

There is 1 weapon reappearing: grenade launcher.

Ambience FX: easy wind, easy water.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

7.2.5. PLANETOIDS, ICE PLANET

Prelude: Fourth location to visit will be Ice Planet. It is combined of two parts: Ice Main and Ice End. Background is pink and blue. Everything is covered with ice rocks, ice platforms on dark blue water. Water is deep and almost black at the bottom.. There are also some ice caves. Somewhere inside the Ice Planet, there is a third mineral element (ice mineral) hidden, out of six minerals shattered across Planetoids. You have to collect it and proceed to the Tropic Planet. On your way you'll find the other two.

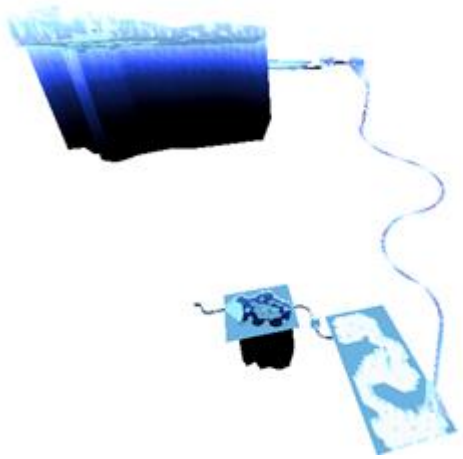
Level 25 - Ice Planet, First Stage (Ice Main)

You start on ice platforms. You need to navigate over them and enter multiple ice tunnels and terrains. You must locate entrance to Ice End level.

There are 3 new enemies appearing: Ice-drop Elemental, Ice-daddy Elemental and Freezebull.

Here are all enemies appearing in level: Ice-drop Elemental, Ice-daddy Elemental, Freezebull, Mammoth boy, Mammoth, Bomber.

Ambience FX: easy wind, ice cracks, easy water.



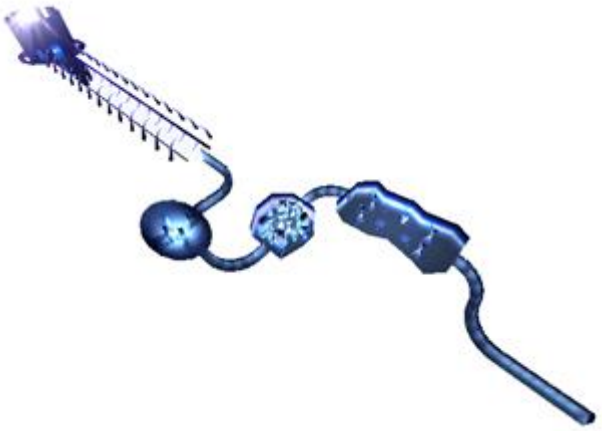
Level 26 - Ice Planet, Last Stage (Ice End)

You start in ice tunnel. You need to navigate over them and enter multiple ice tunnels and terrains and get to a final temple. There you'll meet Ice-mum Elemental (BOSS). He is guarding the third mineral element (ice mineral), so you'll have to kill him to collect it. Et the end, you'll teleport to the Tropic Planet.

There is 1 new enemy appearing: Ice-mum Elemental (BOSS).

Here are all enemies appearing in level: Ice-drop Elemental, Ice-daddy Elemental, Ice-daddy Elemental (BOSS), Freezebull, Mammoth boy, Bomber.

Ambience FX: easy wind, ice cracks, easy water.



Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

7.2.6. PLANETOIDS, TROPIC PLANET

Prelude: Fifth location to visit will be Tropic Planet. It is combined of two parts: Planet Tropic and End Arena. Background is set in afternoon and the sky is blue. The main parts of the level are big atolls in the middle of the sea. Everything is covered with green grass and water is blue. Water is spreading to big mountains in the distance. Somewhere inside the Tropic Planet, there is a fourth mineral element (air mineral) hidden, out of six minerals shattered across Planetoids. You have to collect it and proceed to the Rock Planet. On your way you'll find the last one.

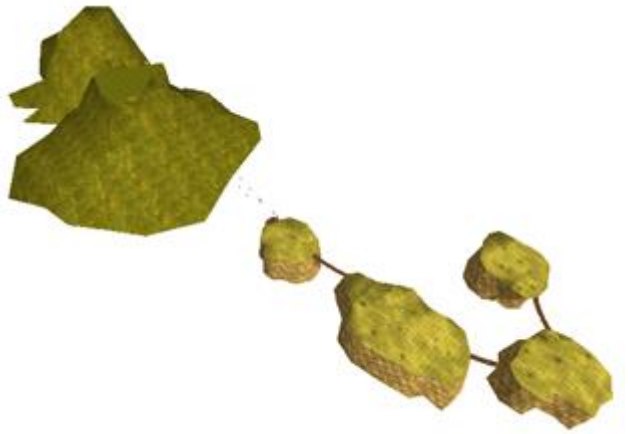
Level 27 - Tropic Planet, First Stage (Planet Tropic)

You start on first atoll platform. You need to use wooden bridges to walk over other atolls. You must get to the last atoll to enter End Arena.

There are 3 new enemies appearing: Air-drop Elemental, Air-daddy Elemental and Snake.

Here are all enemies appearing in level: Bomber, Bone, Snake, Air-drop Elemental, Air-daddy Elemental, Bird, Werebull, Bomber, Dragon bigbro, Dragon dad.

Ambience FX: easy wind, water waves, wooden elevator.



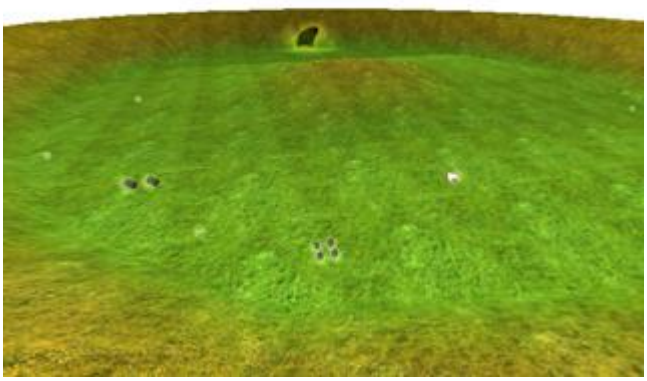
Level 24 - Tropic Planet, Last Stage (End Arena)

You start in a tunnel. You need to go to the exit and get to a final arena. There you'll meet Air-mum Elemental (BOSS). He is guarding the fourth mineral element (air mineral), so you'll have to kill him to collect it. Et the end, you'll teleport to the Rock Planet.

There is 1 new enemy appearing: Air-mum Elemental (BOSS).

Here are all enemies appearing in level: Bone, Air-drop Elemental, Air-daddy Elemental, Air-mum Elemental (BOSS), Werebull.

Ambience FX: easy wind.



Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

7.2.7. PLANETOIDS, ROCK PLANET

Prelude: Last location to visit will be Rock Planet. Background is set at night. The sky is filled with stars and nebulas. Everything is combined of rocks of this planet. There are also some caves. Somewhere inside the Rock Planet, there is a last mineral (rock mineral) hidden. You have to collect it and find the Mining Station. There will be small space ship, which will take you to a Space Crusader.

Level 25 - Rock Planet

You start on dark brown terrain. Your task is to navigate over terrains and tunnels and get to the Mining Station. Near by you'll meet Stone-mum Elemental (BOSS). He is guarding the Mining Station, so you'll have to kill him to collect last mineral. Et the end, you'll enter the space ship and fly to the Space Crusader.

There are 3 new enemies appearing: Stone-drop Elemental, Stone-daddy Elemental and Stone-mum Elemental (BOSS).

Here are all enemies appearing in level: Lava-daddy Elemental, Water-daddy Elemental, Air-daddy Elemental, Stone-drop Elemental, Stone-daddy Elemental, Stone-mum Elemental (BOSS), Scorpio boy, Scorpio bigbro.

Ambience FX: night ambience.

7.2.8. END SEQUENCE - LEAVING PLANETOIDS

The sequence starts when you leave the final cave and enter the elevator. The camera follows up Serious Sam. Sam goes inside the Mining Station and follows the path to the middle of it. There is small space ship waiting. He goes to computer and opens the ceiling. Then he enters inside the ship and flies to the sky.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

7.3. SIRIUS

Sirius environment is represented with a city combined of various big hi-tech buildings. These levels are: Space Crusader, City Center, Verticality, Labyrinth, Loony Moony, Gravitality, Sphere & Torus, Platformal, Mental Tomb and finally, last level - Grand finale.

The city is floating above the clouds, which have fog effect. The buildings are standing on the long towers, which are falling deep to the clouds under the city. There are two different skies: one is brown sunset and the other is sunny day.

You are using the spaceship to get to the levels. When you land near the building and enter inside, there are indoor levels with psycho weird scenery, architecture, mirrors, color and gravity. There you'll also find the final level, where you confront Notorious Mental.

Your mission is to enter every building and collect 7 different access disks, which are scattered inside those hi-tech buildings across Sirius City. These disks are used to access main computer and help you defeat Notorious Mental. Once you defeat Mental, you need to free Lovely Brainette and supply her with minerals. That way Lovely Brainette would be powerful once again. She would then return the favor by sending you back to the future. Or, maybe you're gonna stay?

7.3.1. INTRO SCENE - LANDING ON SPACE CRUSADER

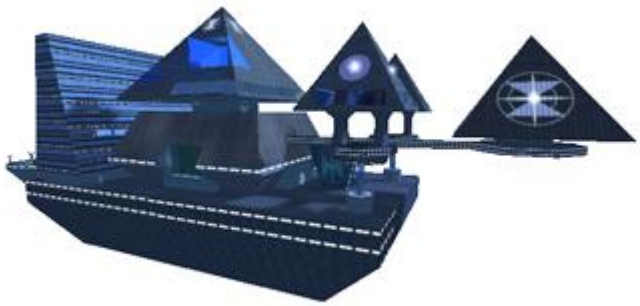
Small ship is approaching the Space Crusader. It flies over and lands there. Serious Sam exits the ship. The camera approaches and takes 1st person view. The next level loads. This is where you enter the level.

7.3.2. SIRIUS, SPACE CRUSADER

Prelude: The Space Crusader is a big ship that will take you to stellar system of Sirius. You have three space backgrounds. One is static, where you see Rock Planet. After you start the engines, the ship gets moving with the speed of light. Then the other background loads. Background has stars with very fast scroll. When you come near the Sirius, the third background loads. You enter the small ship and fly to Sirius City.

Level 26 - Space Crusader

You start on outside platform of the crusader. First, you have to locate the main computer and start the engines. Then you have to get to small ship. After you come near the Sirius, you left the crusader and approach the Sirius City.



Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

7.3.3. SIRIUS, CITY CENTER

Prelude: 1st location to visit will be City Center. You are flying over in a small ship. You can fight with incoming flying enemy ships. You are using autopilot to get to the buildings. Every building is one level. You land near the first building and enter inside. After you finish the level, you enter the ship and go for another building.

Level 27 - City Center

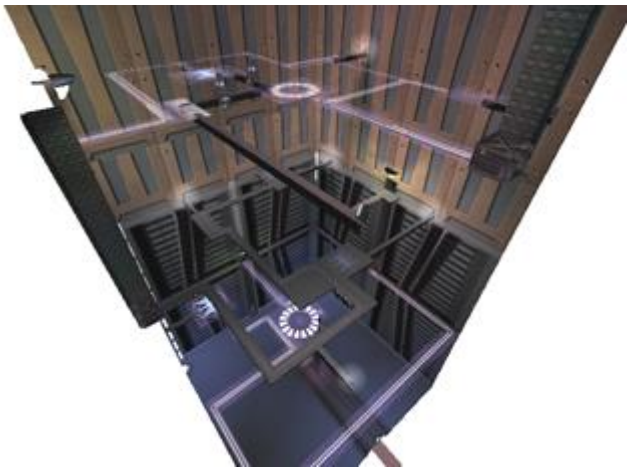
You start inside the space ship. You are flying towards the first tower and trying to destroy incoming enemies. When ship lands in front of the main entrance, you have to go inside. Then the first Sirius location will be loaded. After you exit the location, the ship will wait for you. It will then take you to the next other tower, and so forth.

7.3.4. SIRIUS, VERTICALITY

Prelude: 2nd location to visit will be Verticality. This level is small, but very high. It is filled with translucent circular floors that lead to the top. The atmosphere is blue and red-pink. The floor is very thin. You have to be very careful when enemies attack you. If they hit you, you might fall down at the bottom of the level.

Level 28 - Verticality

You start at the bottom. You have to climb up and collect first access disk.



7.3.5. SIRIUS, LABYRINTH

Prelude: 3rd location to visit will be Labyrinth. This level is very complex (that is why it is called labyrinth), but has only one floor. It is filled with walls and corridors. Only one path is correct. The atmosphere is light with normal lights.

Level 29 - Labyrinth

You start at the bottom left. You have to find the right path to the middle of the level. There you'll find second access disk.

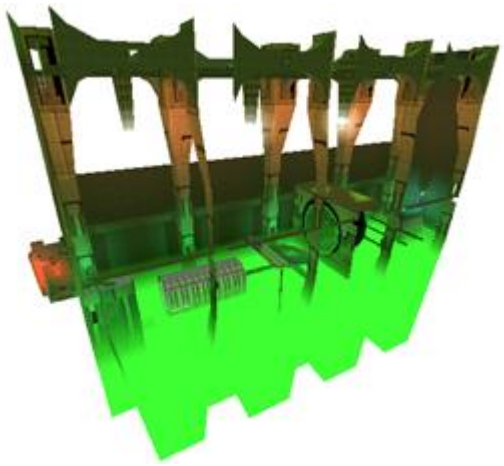
Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

7.3.6. SIRIUS, LOONY MOONY

Prelude: 4th location to visit will be Loony Moony. This level is linear and looks like long corridor, but has various moving and rotating platforms. Also, at the bottom is strong green fog. You have to go strait forward, but beware of falling down in the green fog. The atmosphere is all green at the bottom and red and orange at the top.

Level 30 - Loony Moony

You start in the tunnel. You have to navigate over different rotating platforms and go to the end of the level. There you'll find third access disk.

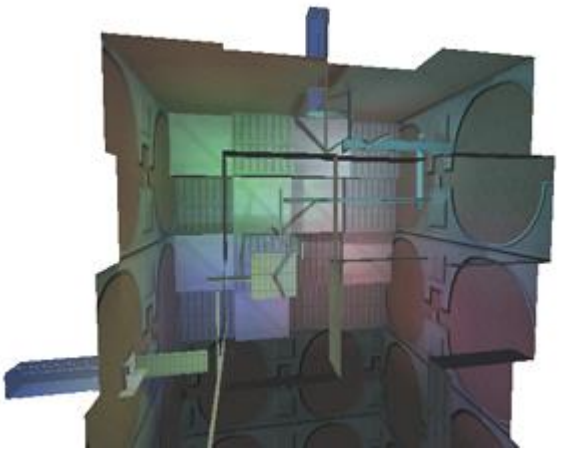


7.3.7. SIRIUS, GRAVITALITY

Prelude: 5th location to visit will be Gravitality. This level is one high tower. The entrance is in the middle floor of the building. At the bottom it is dark and it is very deep. Tower is very high. The path is built over thin ledges. On every ledge there is different angle of gravity. You have to go up, but beware of falling down. The atmosphere is black at the bottom and as you go to the top, it's lighter.

Level 31 - Gravitality

You start in the tunnel leading to the middle of the tower. You have to navigate over different platforms with different angles of gravity. The way is up to the end of the level. There you'll find fourth access disk.



Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

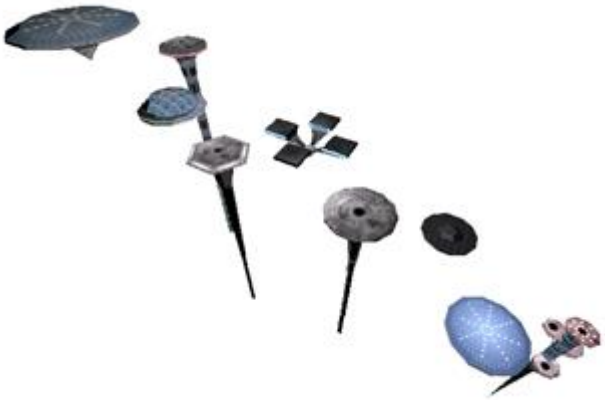
7.3.8. SIRIUS, SPHERE & TORUS

Prelude: 6th location to visit will be Sphere & Torus. It is combined of one big circle room with the other circled room in the middle. There are different gravities inside. You can walk over the walls. In the middle of the inside room is big torus.

Level 32 - Sphere & Torus

You start in the tunnel leading to the big circled room. There are different angles of gravity in both rooms. You have to enter the middle room and go to torus in the middle. There you'll find fifth access disk.

7.3.9. SIRIUS, PLATFORMAL

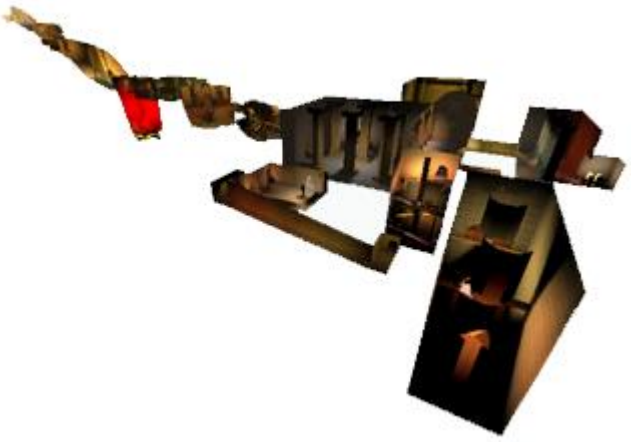


Prelude: 7th location to visit will be Platformal. It is combined of number of hi-tech towers floating in the air. First tower is smallest and the last tower is highest. The top of every tower has jump pad, which catapults the player in the air.

Level 33 - Platformal

You start in the tunnel leading to the first tower. You have to jump on top of the other towers. If you miss the tower, you will fall in deep dark space and you will die. Sixth access disk is on the last tower.

7.3.10. SIRIUS, MENTAL TOMB



Prelude: 8th location to visit will be Mental Tomb. This is the tomb that Mental built for himself. It has hi-tech look. Deep inside, is 7th access disk. This is the last disk you need.

Level 34 - Mental Tomb

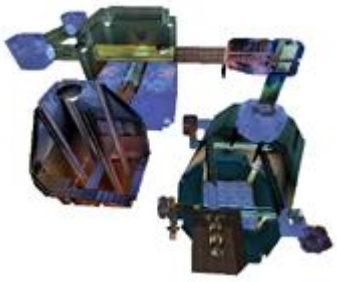
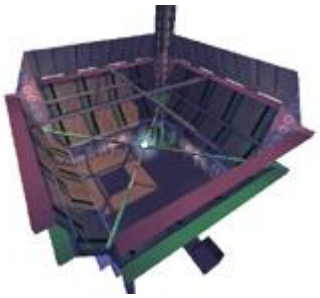
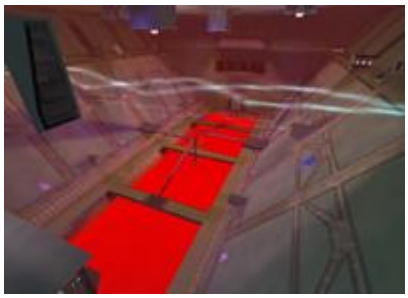
The tomb is long, but linear. You start at the entrance and have to go down inside. 7th access disk is located at the end of the tomb. At the end, you are teleported to the entrance and you are ready for last building.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

7.3.11. SIRIUS, GRAND FINALE

Prelude: Last location to visit will be Grand Finale. These are three big arenas with loads of enemies, which you encountered so far. They are connected to the final arena where Notorious Mental is resting. This last arena has open sky. It has got 7 computers, positioned over entire arena. Mental is resting in the middle of the room. He has got big cylindrical cover that guards him from projectiles. After you disconnect computers, he will have to lift the cylinder to get fresh oxygen. That way he will be vulnerable.

Level 45 - Grand Finale

You are in front of the first room. You have to kill enemies and get to second and third room. After that, you have to enter final room with Mental. There you have to access all seven computers and lift the cylinder that protects Mental. After Mental gets vulnerable, you have to kill him. His death will open the door leading to Lovely Brainette. You have to enter inside.

7.3.12. END GAME SEQUENCE - FREEDOM FOR LOVELY BRAINETTE

The sequence starts when you enter through the door.

Serious Sam runs down the tunnel and sees the cave. The cave has got a hole in the ceiling with open sky. The Brainette is locked inside the cage. She is exhausted and her body is almost totally wrinkled. Sam comes to computer and starts the reviving process. He then inserts the minerals inside the regeneration machine. The life energy strikes Lovely Brainette inside the cage. She is now fully regenerated. Sam unlocks the cage. Brainette exits and walks slowly towards him. Sam cannot believe his eyes. Brainette has got refreshingly new and lovely appearance. She looks awesome. The camera goes up and cicrcling slowly to the sky. After a while, the fireworks start. Then camera locks to the two lovebirds and the end text scrolls over the scene. After that, the statistics screen shows up.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

8. STATISTICS SCREEN

Statistics screen is shown after the level is finished. It has got background exactly like in the menu. The values have to be calculated on screen. You have to see how the score for each item is increasing. At the end of statistics, the 'cashiers payback' is to be played along with total score calculation.

9. HUD

HUD (Head Up Display) is designed with 2D icons. Taking screen shots of items from Model editor creates them. The screen shots of individual models are taken and redesigned in graphic program. Every icon of model should have black shadow to give 3D look. Also it should be translucent, on places where there is no picture.

HUD should resize relative to screen resolution.

For resolution 640x480 the dimensions of textures should be 16x16, 24x24 or 32x32.

Every texture should be accompanied by proper numeric value. Oxygen and boss energy should have long decreasing line, instead on numeric value.

Numeric values and lines should change color while decreasing. Colors and values should be:

- Blue, if >100%
- Green, if 100-50%
- Yellow, if 50-25%
- Red, if 25-1%
- Gray, if <=0%

After value drops below 0 or equals 0, the icon with numeric value/line should disappear.

10. MENU INTERFACE

Menu is shown after starting the game. Menu can be activated during the game by pressing escape (ESC) key. The same key deactivates menu.

Menu is combined of glass buttons with text. Button is rotated for 360 degrees when become active. When clicked, it spins for 360 degrees.

On top center of the screen, there should be text Serious Sam. This should be animated picture with some kind of effect (burning, glowing, dancing letters, or some other effect). It should be used 'Boink' font.

In top left corner there is 3D character Serious Sam in 'Minigun firing' animation.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

In top right corner there is 3D logo of Serious Sam in 'Ring rotating, bomb doing faces, fuzz burning' animation.

In bottom left corner there is 3D Croteam logo.

In bottom right there should be space for publisher logo.

In the middle there are buttons.

In the background there should be played one of the prerecorded demos. Over the demo, there should be Serious Sam logo with high translucency. Over all that, easy water effect should be used.

11. CONSOLE

There is a console inside the game. It is similar to Quake console. It is activated by pressing tilde (~) key and deactivated by tilde (~) or escape (ESC) key.

Inside the console, you can write commands for debugging, testing, changing rendering effects, etc. it is intended for programmers, beta testers and advanced users.

It works like 4dos, so arrows buttons, when pressed, work as history (what you wrote before).
In the background of the console, there is Serious Sam logo with some darken transparency.

12. SOUND FX

12.1. WEAPONS SFX

Weapons sound should be as realistic as possible. For knife, colt, single shotgun and double shotgun sounds should be used from the CDs. Rocket launcher, grenade launcher and cannon should have launch/throw sound. Pipe bomb should have throw and short click. Laser gun should be like in game Space Invaders. Beam gun should be like low pitch electric zap with bass. Flamer should be like in movie Alien. Minigun should be like in movie Predator with spin up and spin down. Tommygun should be twice slower with more bass and lower pitch.

Explosion should be only one, taken from the CDs.

There are also sounds for hitting wall with bullet, rocket flying sound, flesh hit, flesh destroyed, bones destroyed, mechanic destroyed.

12.2. ENEMIES SFX

Sound for the enemies, in general, should be scary. The best example should be Doom sounds. Base for the sounds should be animals like lion, tiger, snake, wolf, hawk, cow, bull, etc, found on the CDs. Those sounds should be used along with sampled human voices. Human sampled voices should be mixed with low-pitched animal sounds.

Big enemies should have moving sounds: Bone - horse gallop, Werebull and Mammoth - low rumble,

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

kamikaze - male yell, cywalker - like in Alien 2 mechanic walking machine.

For firing, some of the player weapons sounds should be used, slightly modified.

12.3. ITEMS SFX

For Armor, metallic sounds like short clang, church bell or sword are OK.
For health, the best should be short, one-tone synth sounds.

12.4. AMBIENCE SFX

Sounds for ambience must be realistic. They can be found on CDs. small steady water, large waterfall, small torch fire, lava sounds, low volume wind, low volume rumble for tunnels, underwater rumble, strong and distant thunders, one water drop with echo

12.5. PLAYER SFX

The best thing should be to use own sampled sounds of one male. Try to simulate needed sounds. Then use low pitch on that. Then try to mix it with parts of similar sounds.

12.6. MISC. SFX

Misc. sounds should be created from other totally different sounds, as those sounds can't be found in nature. Look for the sounds that have nothing to do with the sound you are looking for. Wooden door is not the sound you would like to use from the CDs. For easier work, use Doom, Quake and Unreal as guidelines.

Misc. sounds are: small, medium and big stone door open and close, wooden door open and close, mechanic door open and close, elevator start, move and stop, wooden platform start, move and stop, wooden switch, stone switch, electric switch, lava particle hitting the ground, menu button rotate, menu button press.

13. MUSIC

There should be three types of music, each with two rhythms - slow "peace" music and fast "fight" music. Peace music is slow and easy and it is used for non-fighting areas. Fight music is fast, aggressive and it is used for fighting sequences. Every music should have loop.

Slow music could be some famous classic melody.

Techno rhythm machines should NOT be used. Use aggressive electric guitars instead.
For Egypt it should be adventures music. For guidelines check Indian Jones soundtrack. For Planetoids should be Mexican style. For guidelines check Pulp Fiction soundtrack. For Sirius should be SF style. For guidelines check Star Wars soundtrack.

For stormy, scary or nightly scenes there should be Halloween type of music.

14. CHEATS

There are usual cheats found in other games. They are used for testing purposes and for reviewing the game by game reviewers.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

The cheats exist for the player, too. But, they are not easy to use. They must be activated by typing 'ctcheats' in the console. The idea is to leave player to try to finish the game by himself. After a month or two, the cheats can be revealed in magazines and on the Internet.

15. SECRETS

Secrets are necessary part of the game. They add to the replay value of the game. Once the game is finished, player would play it again. He has to be encouraged to do so. One of the things to add replay value, is to put secret locations, secret levels and bonus levels.

There are some specific secrets, which might be interesting to use. Some are tied to a specific date. They are **Easter secret**, **Christmas secret** and **Halloween secret**.

Easter secret should be eggs spawned randomly from the sky or on the ground. They can be shot, they explode if fall from the sky, they run and make noises. They are spawned only between specified period.

Christmas secret should be Santa spawned randomly from the sky. He can be shot, he runs and makes noises. He is spawned only between specified period. Bells are heard.

Halloween secret should be pumpkin spawned randomly from the sky. It can be shot, it splashes if falls from the sky, it runs and glows. It is spawned only between specified period. Screams are heard.

15.1. SECRET LOCATIONS

Secret locations are places that are hard to find. These could be corridors in fog, rooms with hard-to-see door, underwater holes, etc. They are usually found by finding a switch, firing in the door, looking for untilled texture, etc. Secret locations are used for collecting power-ups, weapons otherwise not found on that level, extra ammo, super armor and super health, taking shortcuts, exiting the level, etc.

Serious Sam should have 3-8 secret locations, due to the big open and close environment.

Serious Sam uses following secret locations:

- Rooms with destroyable doors
- Rooms with untilled texture of the door
- Rooms hidden in fog, water, dark place
- Holes hidden in fog, water, dark place
- Holes under the stairs
- Holes inside the water pool
- Corridors hidden in fog, water, dark place
- Teleport spawned by hidden switch
- Teleport hidden in fog, water, dark place
- Moving platform hidden in fog, water, dark place, lava
- Passable walls

Doors and moving platforms are activated by:

- touching a door
- destroying a door
- activating a switch or switches
- hitting an object or objects
- destroying an object or objects

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.

- killing an enemy or enemies
- revealing another secret

Switches are activated by:

- hitting with any projectile
- hitting with powerful projectile
- touching
- activating another switch
- hitting an object
- destroying an object
- killing an enemy

Items found in the secret locations:

- weapons not revealed yet
- extra ammo for the new weapon
- invulnerability
- invisibility
- serious armor
- serious health
- serious damage
- serious pack
- teleport to secret location
- teleport to exit
- teleport for shortcut path
- enemies not revealed yet
- strong enemy

15.2. SECRET LEVELS

Secret levels add to the replayability. They can be revealed by deeply discovering the entire game. But, they are very hard to locate. These levels are intended to be revealed publicly by magazines and Internet.

Secret levels can be accessed only after previously revealing a secret, or playing with hard skill. They cannot be accessed by accident.

There are 2 secret levels in Serious Sam. They are:

King Valley, Secret Tomb

One of the Tombs in King Valley.

Space Station 2

After the Ship takes you to Planetoids, Space Station 2 is hidden before Water Planet.

Copyright © 1996–2000 Croteam. Croteam, Croteam logo, Serious Sam, Serious Sam logo, Serious Engine, Notorious Mental, Lovely Brainette and Neurons Family are trademarks of Croteam. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without prior written consent.